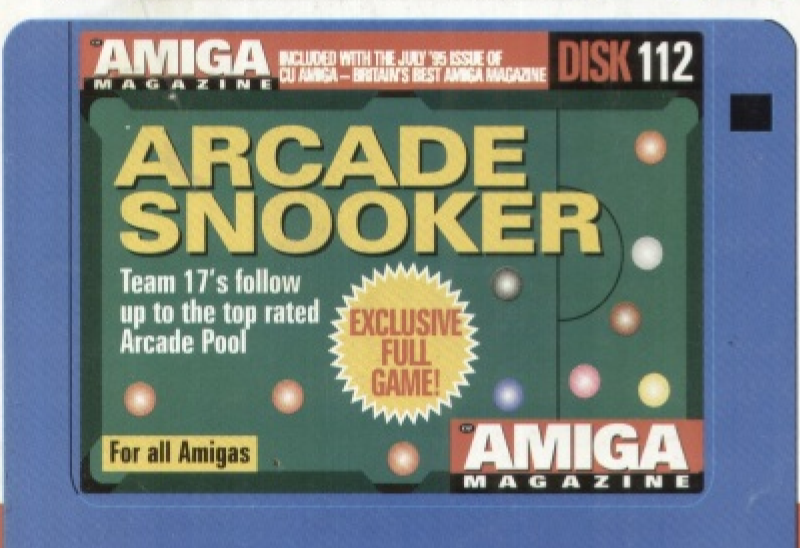
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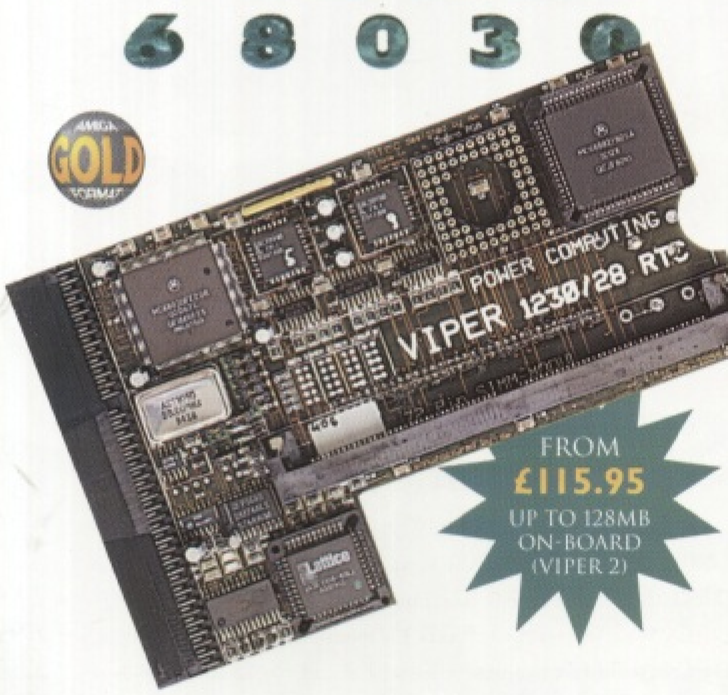
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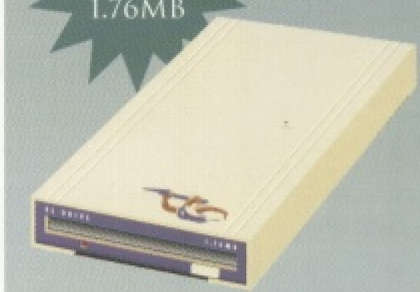
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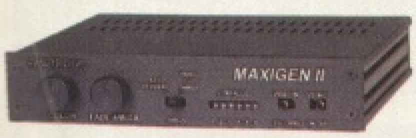


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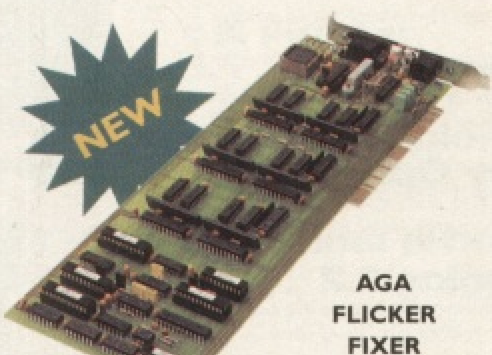
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AGA FLICKER FIXER

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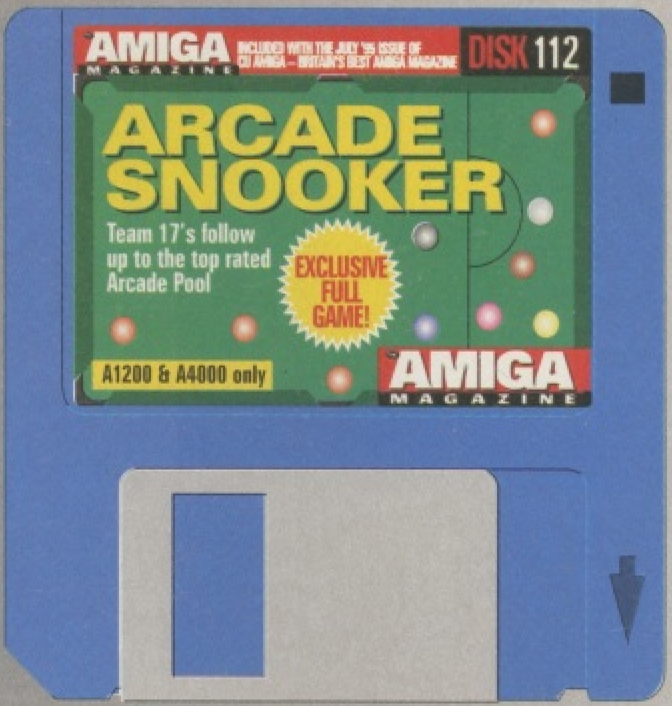

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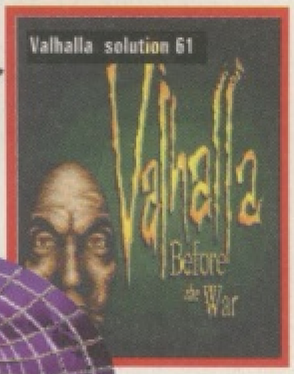
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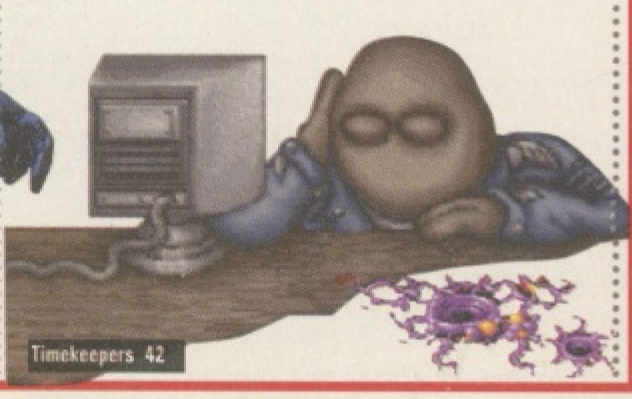

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# Editorial



**At last, at long last** the Amiga is about to go on sale again. All versions are to be upgraded and a new machine is being researched for future release with a RISC processor. This is no longer the stuff of dreams, of wishful thinking or of prediction. Amiga Technologies GmbH is the new purveyor of all goods Amiga and we have the first news from the Frankfurt re-launch on page 20.

But what about our cover disks? Last month's *Image FX* was going to be a hard show to follow but I believe that on this celebratory issue, one which marks a new departure for our computer of choice, we have lived up to our reputation of giving you the best value for money deal available. With *Adorage 2.0*, a free video offer (and other money saving offers), a full database and, for A1200 and A4000 owners (sorry non-AGA users, we couldn't get an all machine version), the full game follow up to Team 17's *Arcade Pool: Arcade Snooker.* Until next month – enjoy.
Alan Dykes, Editor

## More ...



## Workshop



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## Editorial
EDITOR: Alan 'How do you play snooker?' Dykes
DEPUTY EDITOR: Lisa 'What's the new bloke like?' Collins
TECHNICAL EDITOR: Tony 'Party season' Horgan
ACTING ART EDITOR: Helen 'New shades' Danby
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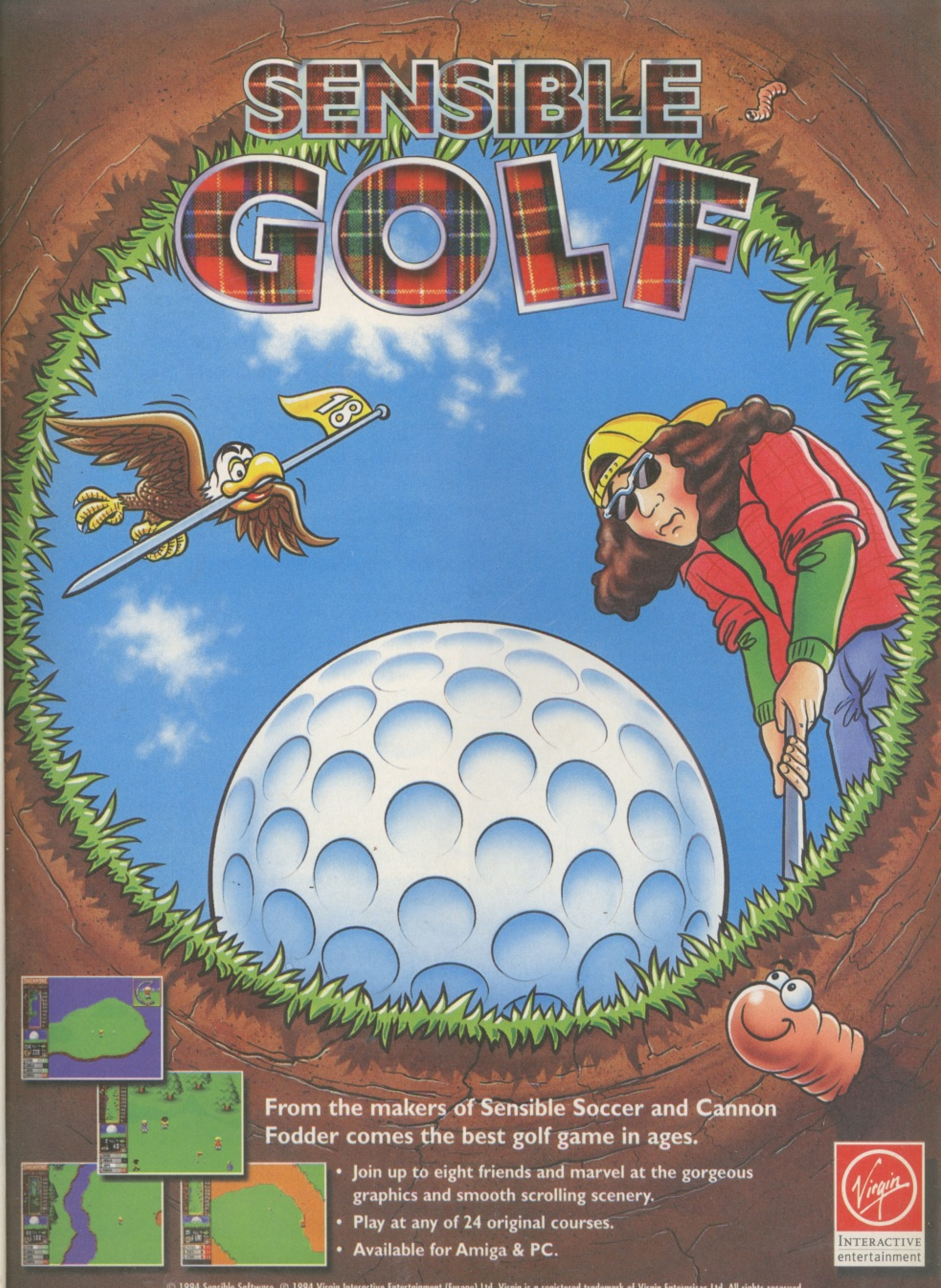
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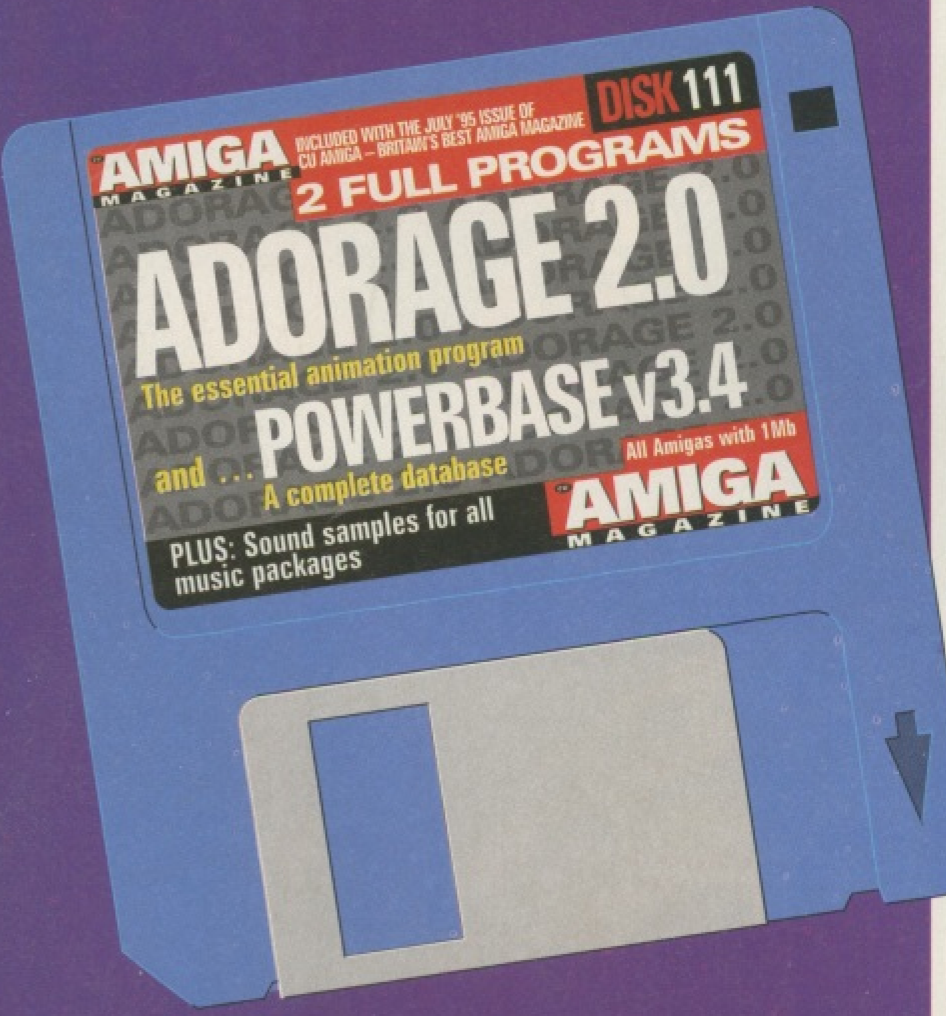
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# Adorage 2.0




**It's the all new 2.0 AGA release of Adorage, complete and fully functioning. Now you can create stunning effects just like these!**

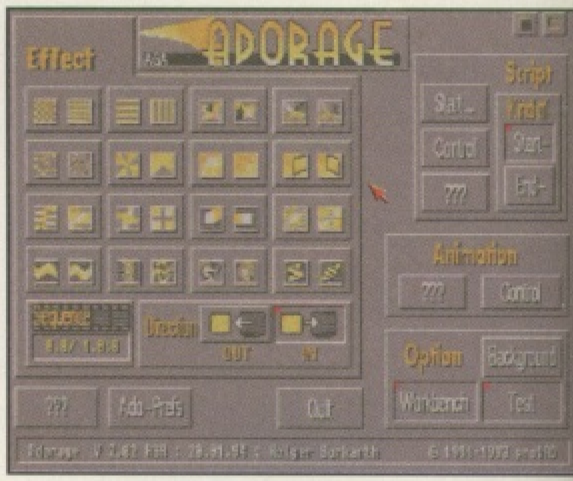
## New Features:

- AGA Support (up to 256 colours)
- New effects
- Faster rendering times
- Improved interface

### Using your own pictures

***Adorage* manages to get its animations playing smoother than usual thanks to a special trick. It takes advantage of a side effect of the Amiga's interlace mode (which changes the display very quickly to give the impression of double vertical resolution). This means that *Adorage* can only work with interlaced pictures. Unfortunately *Adorage* can't convert non-interlaced pictures itself, so if you want to use a standard hi-res or low-res non-interlaced screen, you'll need to expand it vertically beforehand. This is easily done with programs such as *DPaint* and *Image FX*.**

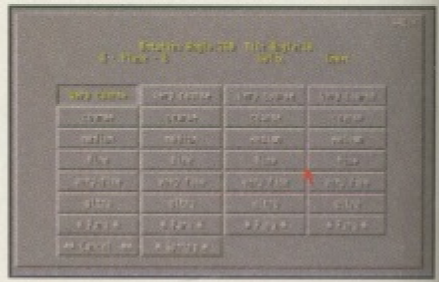
*Adorage 2.0* is a powerful visual effects system. It's designed to add a professional edge to all your presentations, whether that means a slick front-end to your latest game or demo, or a posh title sequence for your new video production. Unlike some other software, *Adorage* is incredibly easy to use, and you'll be generating those slippery wipes and special effects within minutes. For an idea of what you can do with *Adorage 2.0*, double click on the icon marked SSADemo in the *Adorage* disk window. This will play a pre-rendered sequence, showing how you can build up a complex animation by combining a number of simple effects.



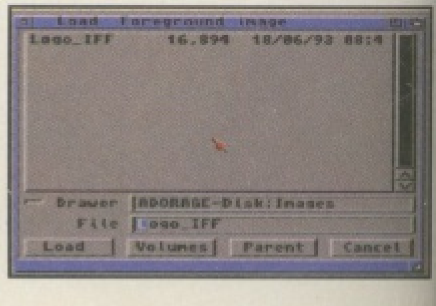

## Getting started

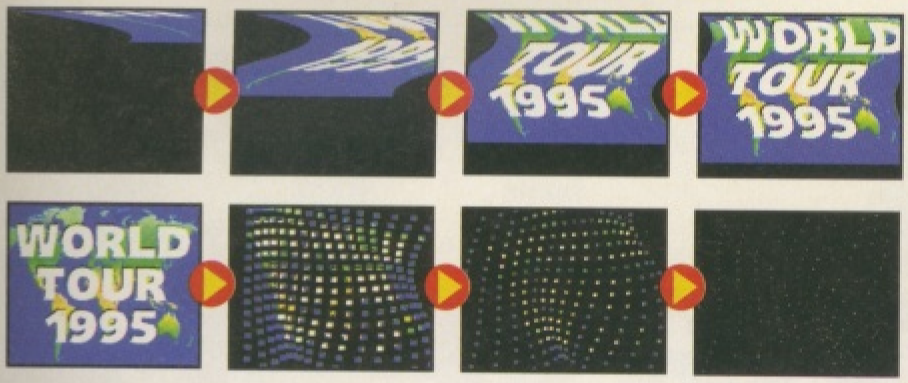
Have a go at rendering an animation by clicking on any of the effect buttons on the left of the screen. These are the ones marked with little patterns. Each effect has a number of options that allow you to customise it, so once you've clicked on an effect button, you'll be presented with an options panel. These options are generally self-explanatory, offering different angles and directions.

These effects also give you a number of choices ranging from 'very coarse' to 'ultra fine'. This refers to the size and number of pieces into which the image will be broken during the animation. For example, selecting very coarse with an explode-type effect will cause the picture to fragment into large blocks, while an ultra fine selection would lead to a spray of much smaller pieces. Click on any of the option buttons, or just choose the default setting (which is highlighted in yellow).



Pressing the Return key always






selects the current default option.

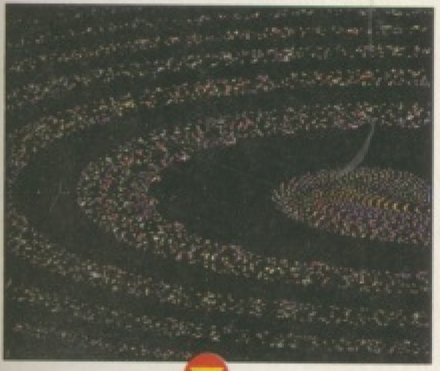
Next you'll be asked to specify a foreground image. Click on File Select, and a requester will appear, with the Logo_IFF file from the *Adorage* disk already selected. Click on Load, and you'll see it appear on the screen.

Click the left mouse button and you'll be presented with another options panel. Click on SSA Recording and the picture will be processed with your previously-chosen effect. This can take some time, depending on the speed of your Amiga and the complexity of the effect.

Once it has rendered the sequence, you'll find yourself back at the main control panel. To watch the sequence, click on the Control button from the Animation section and then click on the Play button. You'll now see the first frame of the animation frozen on the screen. The rest of the animation will play when you click the left mouse button. This is especially handy if you're recording your sequences to video tape, in which case precise cuing is essential.

Click the right mouse button to stop the animation and return to the Edit Animation panel. From here you can save the sequence to disk.

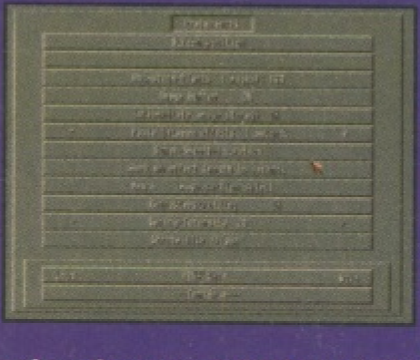
Click on File and then Save to bring up a standard file requester. You'll need a pre-formatted floppy disk or hard drive space in order to save your animation.






## IFF versus SSA

**You can render your animations in one of two formats: SSA or IFF. SSA stands for Super Smooth Animation and is a format specific to *Adorage* (and its sister program *Clarissa*). You can't load SSA animations into *DPaint* and most other animation software but you can play them back using the ADOPlay utility on the *Adorage* disk. ADOPlay can only be used from the CLI. Put it in your C directory, and enter:** `ADOPlay filename` **in which 'filename' is the name of your SSA animation file. The advantage of using SSA is that you'll generally get smoother playback than if you used an IFF format. SSA animations are saved as single files.**



**However, if you render your sequence as IFF, you've got complete compatibility with every other Amiga animation package. *Adorage* saves IFF animations as a series of IFF images, with incrementally numbered filenames (eg anim1001, anim1002 etc). You can then load these into *DPaint* or a similar package, using the Load Picture option and defining a number of frames to load. To switch to IFF format, click on the Ado-Prefs button and then on the button marked Super Smooth Animation, which will change to read IFF Images. From this screen you can also set the path to which the images will be saved, by clicking on the Path for Saving IFF Images button.**

## Further effects

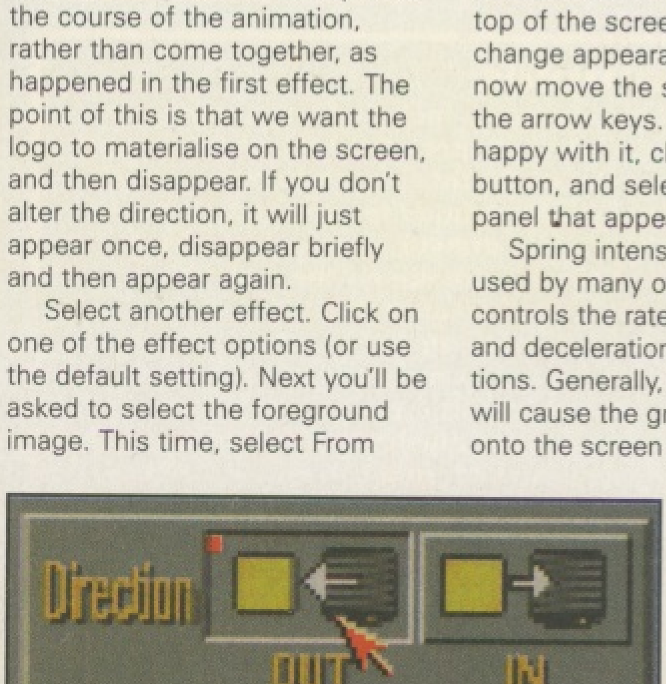
Now that you've got a simple animation, how about expanding upon it? You should have a sequence in which your picture appears on the screen, so the last frame is the full picture. Now we can take that last frame and put it through another effect so that it's removed from the screen. Return to the main control panel, and click on the Out button from the Direction panel. This reverses the direction of the next effect, so that the image will break up over the course of the animation, rather than come together, as happened in the first effect. The point of this is that we want the logo to materialise on the screen, and then disappear. If you don't alter the direction, it will just appear once, disappear briefly and then appear again.

Select another effect. Click on one of the effect options (or use the default setting). Next you'll be asked to select the foreground image. This time, select From Animation, then Last Image. This will tell the program to use the last frame of the animation as its source for the next effect. Finally click on Previous Values, Activate Previous Centre and then SSA Recording. Now play the animation as before.

## Miscellaneous

If you booted from the *Adorage* cover disk (rather than a hard drive or Workbench) you may want to alter the positioning of the screen, in order to centre it on your display. This is done from the AdoPrefs screen. Click on the Screen Position button and the top of the screen. The pointer will change appearance and you can now move the screen around with the arrow keys. When you're happy with it, click the left mouse button, and select OK from the panel that appears.

Spring intensity is a parameter used by many of the effects, and controls the rate of acceleration and deceleration during the animations. Generally, a higher setting will cause the graphics to slide onto the screen quickly, and then complete the final stages of the transition more slowly. To save your preferences settings, click on Save from the Pref Data button.



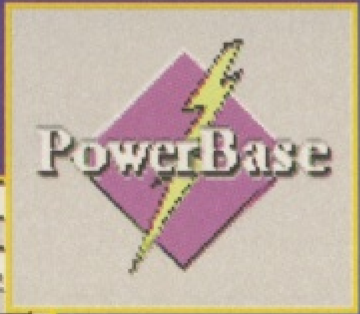
# DISK 111

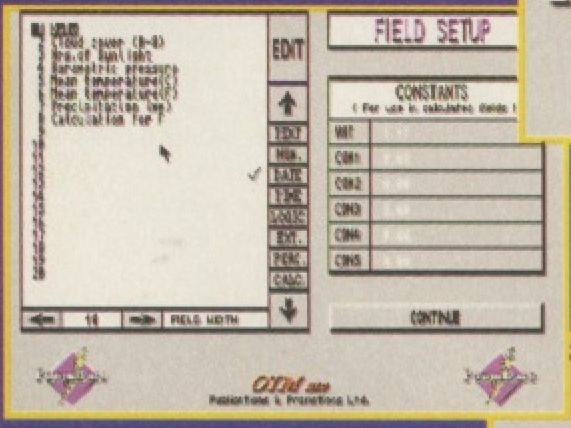
# PowerBase 3.4

All Amigas with 1Mb

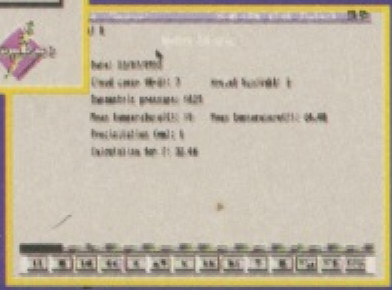


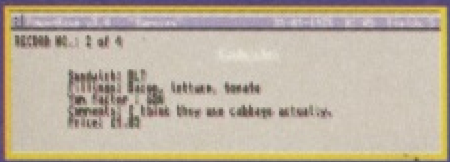

**You want a complete database system? You've got one, in the shape of PowerBase 3.4!**




Create your own database files with PowerBase 3.4. Left: entering the data for the weather. Below right: weather patterns. Below left: a sarnie file – a BLT made from cabbage – yeuch.





## Sound samples

**It's been a while since we've included any sound samples on our cover disks, as space limitations have kept us from doing so. However, this month there's a small selection of highly useful sounds for you to get stuck into. You'll find them in a drawer cunningly entitled Samples. With so little free space on the disk, it's a case of quality rather than quantity. There's a cutting horn stab, suitable for anything from a big band jazz number to a full-on house stomper. Next we've got a distinctive bass sample to rattle your woofers. For use as a sound effect or in your music there's a telephone tone (you never know when it might come in handy) and finally there's a funky carnival-style drum loop.**

**All of the samples are in standard IFF format, for use with any Amiga music package (*OctaMED, ProTracker, Music X, Bars and Pipes* etc), or in fact anything that supports IFF sounds. All except the drum loop are sampled at 16KHz (C-3). The drum loop was sampled at around 21KHz (E-3).**

Think of a database as a collection of cards. Let's assume that these cards contain details of members of your club. Each card would be headed with the member's name. It could then be followed by a number of other details (or fields), such as address, telephone number, and any other relevant information. You could then access any of the cards (or records) by specifying a name, a postcode or any other detail. You can also amend the records and print them out at any time.

## Getting started

See page 16 for full loading instructions. Before you load the *PowerBase* program, format a disk from the Workbench and label this *PowerBase* Data. You can use this to save out your database files.

Once you've loaded *PowerBase* load one of the example databases. This will give you an idea of how the program presents the data, which will make things easier when it comes to creating your own database. Select Load a Database from the Project menu. Double click on the Example Files drawer and then on any of the three files that appear in the requester. Have a look through the various records in the database by dragging the slider along the bottom of the screen with the left mouse button (it's the black bar just above the VCR-style controls). Once you've got the idea, have a go at starting your own.

## The database

Select Create New Database from the Project menu. Answer 'Y' for yes when asked. If you want to create a new database, press Return. You'll now be asked for a name for your database. This is a heading that will appear at the top of your database. Next you'll be asked to enter an additional comment to elaborate slightly on the title eg Classic TV programmes from the 60s.

The next thing to do is define the field names. These are the categories that will appear on each record or card. In the case of the classic TV example, your first field would be the name of the programme. This could be followed by any combination of fields, such as the date it was first broadcast, the actors or presenters, the genre and so on. You can have up to 20 fields in each record.

The number '1' will be highlighted at first. Type in 'Programme' and press Return. This has set the first field name to Programme. Now you need to define the width of the field, or in other words, how many letters you'll be allowed to type into the Programme slot (60 is the maximum). Click the left mouse button on the left and right arrows at the bottom left corner of the panel to change the field width. Now you can move onto the next field name. Press Return, and click on the figure 2 in the list. Now type in the second field name (Genre for example) and press Return. Alter the field width once again. Use a high value to be on the safe side. You can go back and alter the field width later, but it can mess up the whole database, so it's not advisable. Continue this procedure until you've entered as many fields as you need, then click on Continue.

## Records

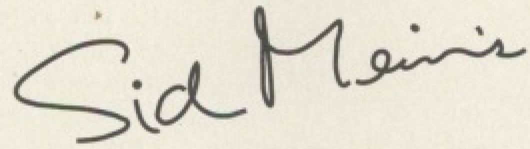
Enter the details of your first record into the blank spaces. Once you've done that, a new blank record will be created. Use the slider at the bottom of the screen to move to this new record and enter the next lot of details. When you want to save your database, insert your blank formatted disk, and select Save a Database from the Project menu. Warning: if you see a red and blue window entitled System Request, do not click on Cancel, as the program is likely to crash and all your un-saved data will be lost. Insert the disk that it asks for and everything should return to normal.

More features next month.

BE THERE AT THE BIRTH OF A NATION

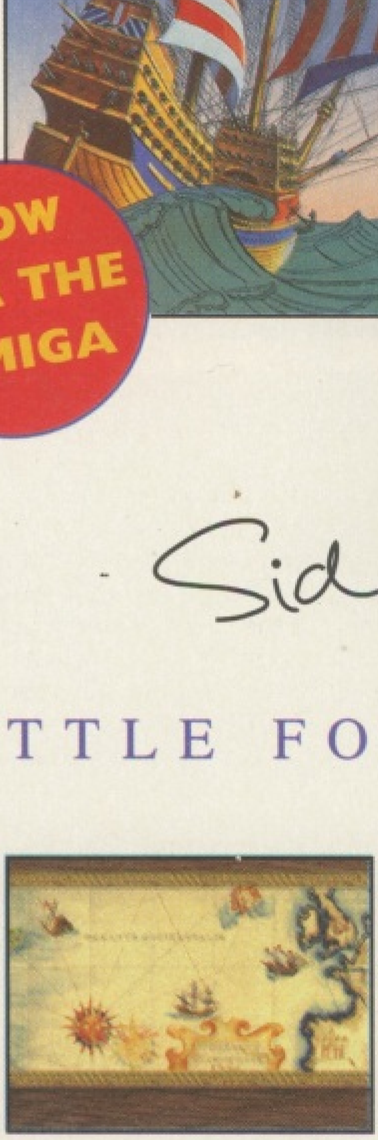
# Sid Meier's COLONIZATION

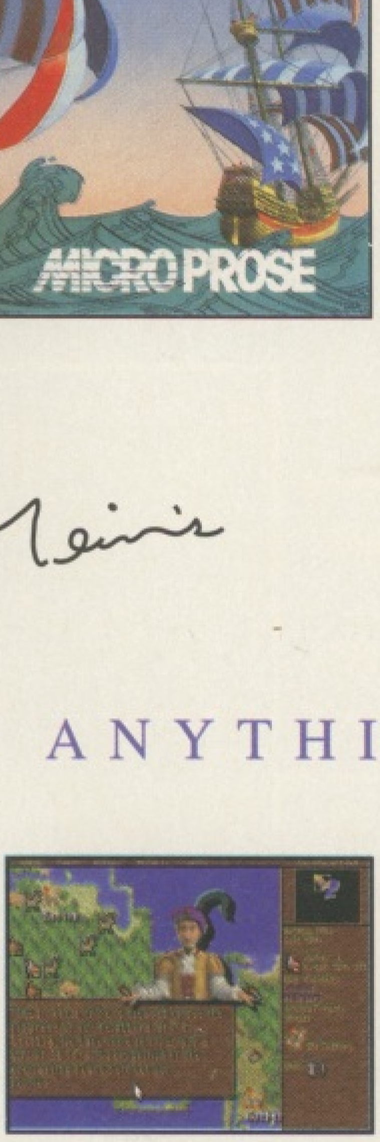


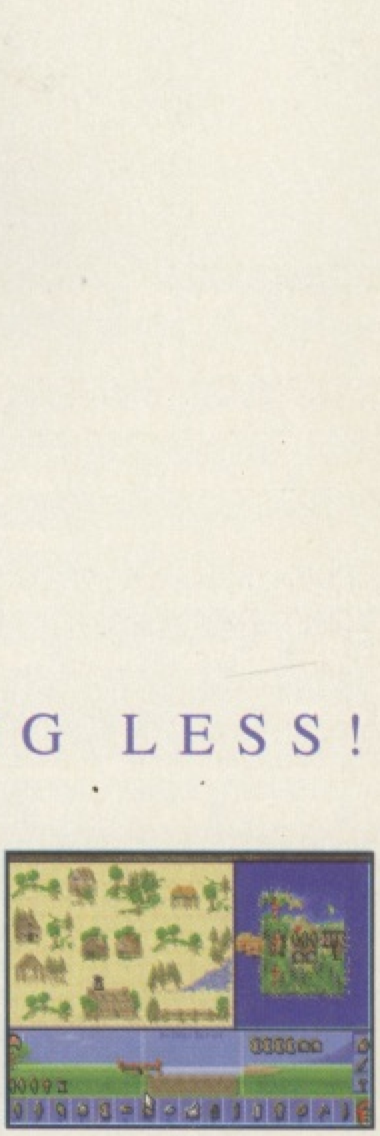



DON'T SETTLE FOR ANYTHING LESS!



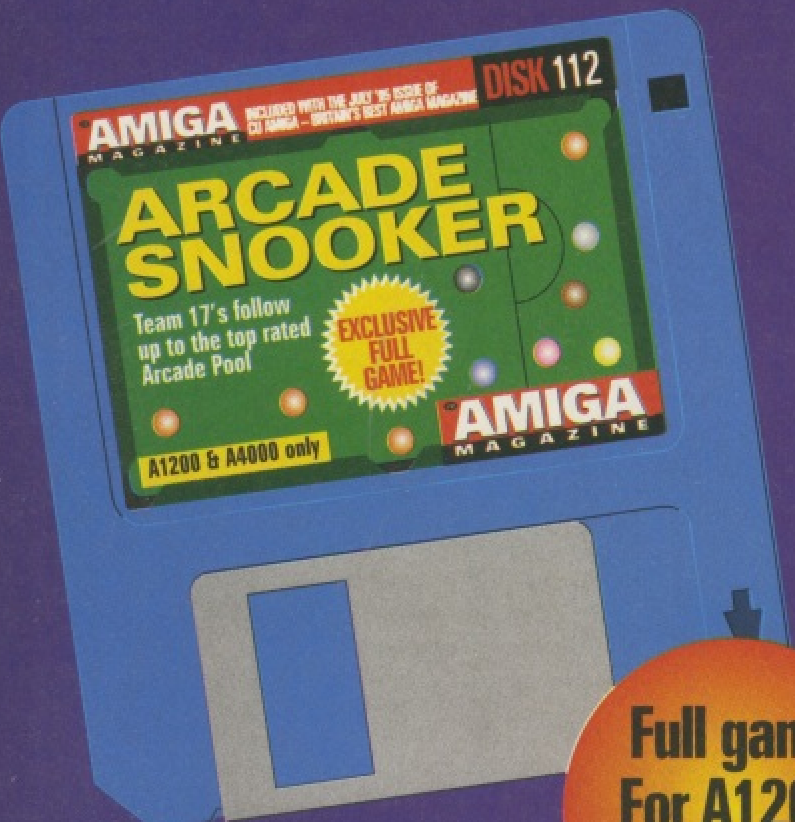






FOR IBM PC COMPATIBLES AND COMMODORE AMIGA A500 Plus, A1200

# DISK 112
# Arcade Snooker




**Full game For A1200/ A4000 only**

**If you enjoyed Arcade Pool, Team 17's ultra popular top down viewed green baize game which was released last summer, you'll love Arcade Snooker. And it's all yours ...**

## You may notice ...

Although the label on your Arcade Snooker disk clearly states that this game is for A1200/A4000 only you may notice an earlier version of the same label printed on the front cover of the magazine after you have removed the disks. This says 'For all Amigas'. Well it isn't, just in case you've been confused by this conflicting piece of information. As usual we reserve the right to make last minute changes to the information contained in this magazine, and this was a pretty unavoidable one since the final version of the game we received was, unlike Arcade Pool, only AGA compatible.

## WARNING: ARCADE SNOOKER HAS NO SAVE OPTION.

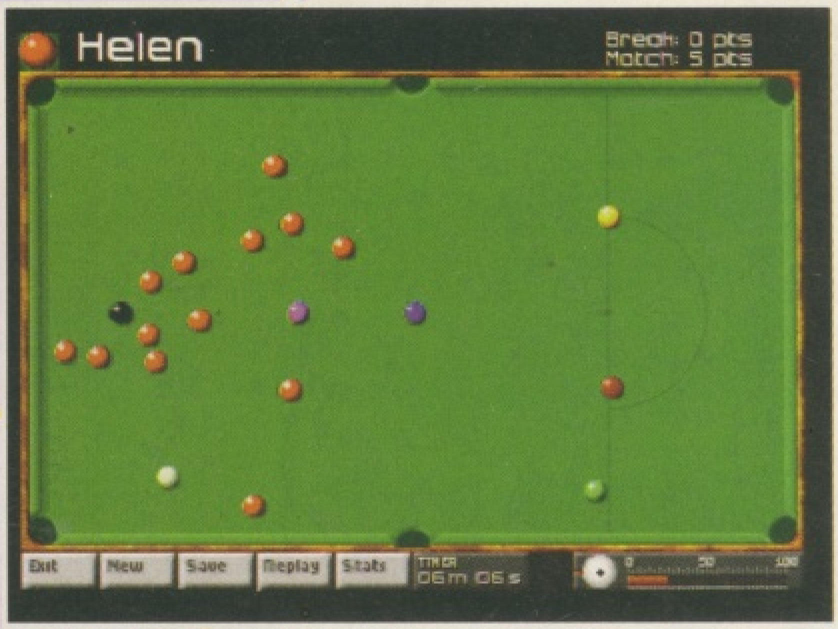
### Do not try to save a game, especially when your disk is un-write protected!

You should have already made a copy of your disk. Do not use the original. If in any doubt consult our disk loading instructions on page 16.

While playing the game you'll notice that there is a save game option which appears to work but, search as you might, you'll never be able to find the load-in feature. Furthermore, if you do try to save a game and un-write protect your disk to do so you will corrupt it. The next time you load it you will get an error message stating that there is a checksum error on block 22. That will be your saved game, your disk will be unusable and you will have to go back to the master disk to play again.

Because *Arcade Snooker* is based on the Pool game but has been written differently and conforms to different rules the save option was considered inappropriate, and damn hard to do by Team 17, so they cut it out. Because we rushed them to give us the game, they didn't have time to delete the option from the menu. So it's our fault.

## Ball scores:



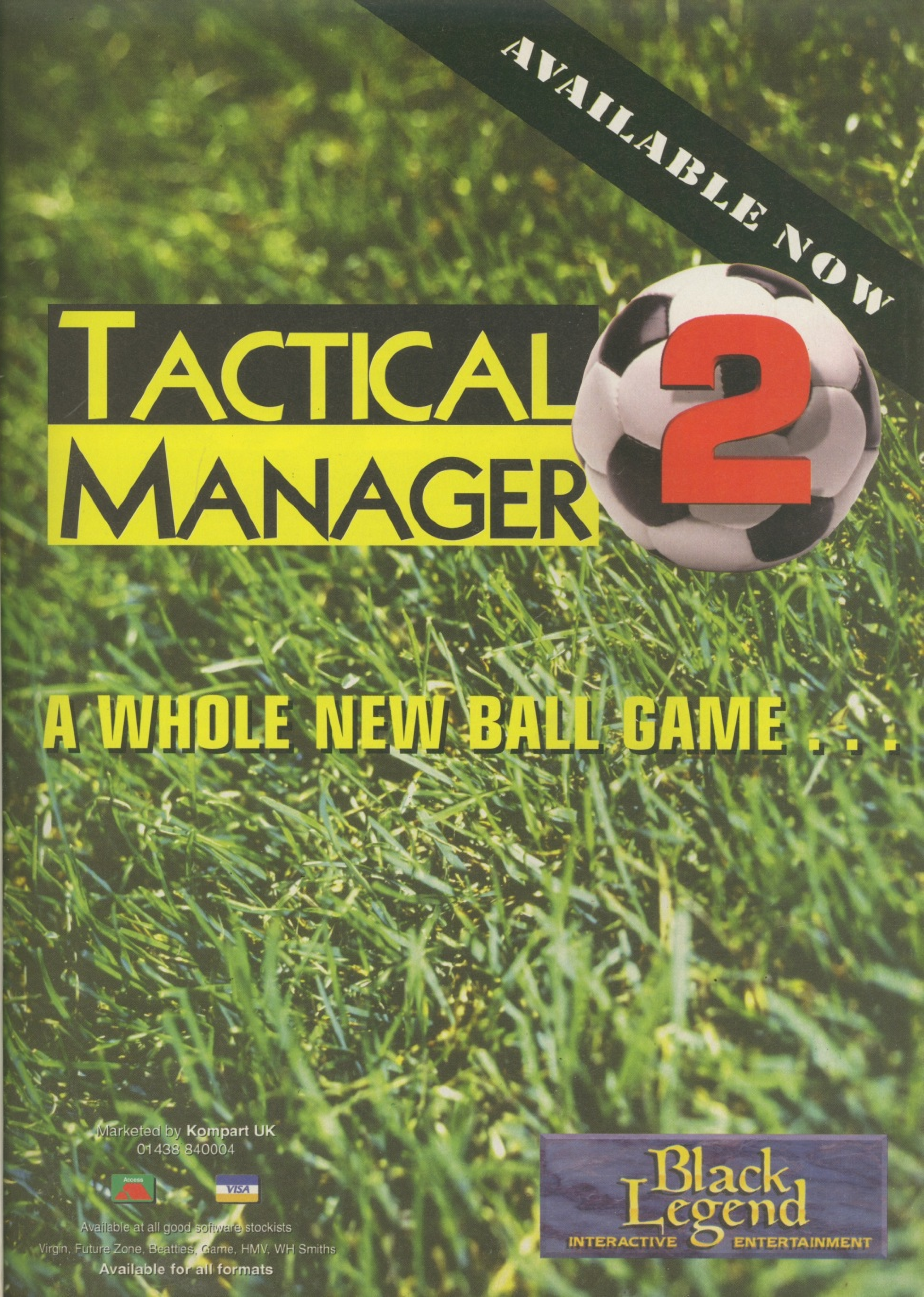

Red: ......1
Yellow: .2
Green: ..3
Brown: ..4
Blue: .....5
Pink: .....6
Black: ...7

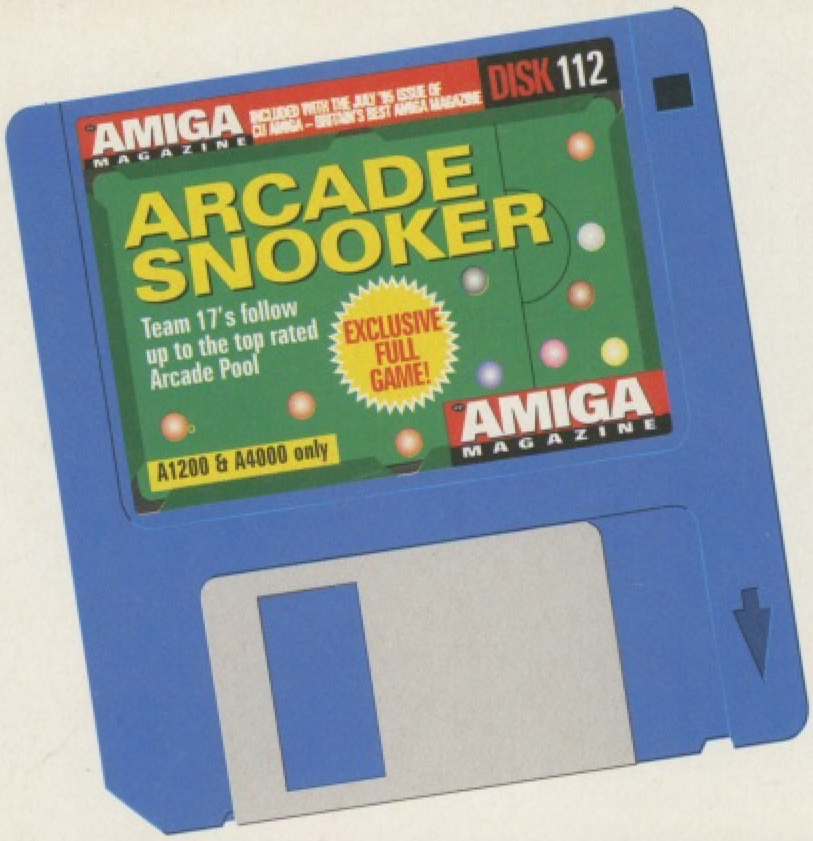
## Penalty points

In general a foul shot will give your opponent a number of points depending on the ball you were intending to hit or pot. For example, if you had nominated the Pink, and accidentally potted the white, a red or any lesser colour, or missed altogether, or hit a lesser colour first, your opponent would gain 6 points. If during this shot you accidentally hit the Black ball first, or potted the Black, then 7 points would go to your opponent.

Foul shots involving a red or the Yellow, Green or Brown ball would see you opponent gain 4 points, as 4 points is the minimum for any foul shot.

Continued on page 14


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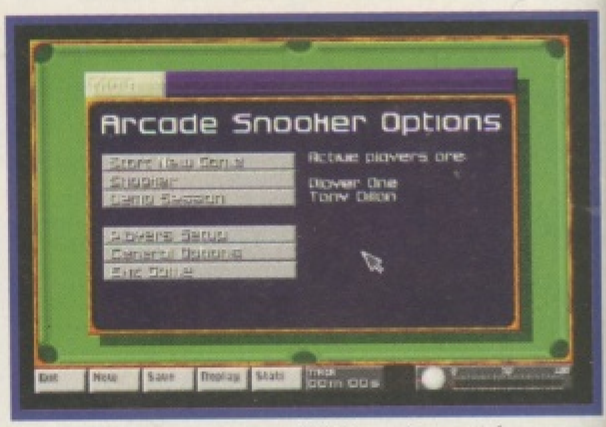
▲ The targeter in the centre of the table is used to line up balls for a shot. Once you have the angle right you can then change the spotting of the ball and the power of the shot in the bottom right-hand corner.

## Snooker Rules In Brief

**The idea is to rack up maximum points by potting the red and coloured balls. You start off by sinking a red ball. If you miss then the other player gets a shot. Once you have sunk a red ball (which stays in the pocket it has fallen into) you must then try to sink a coloured one, which will give you extra points – minimum for the Yellow and maximum for the Black. The total points for each ball is listed below. If you fail to sink a coloured ball then your opponent goes on to try to sink a red ball, followed by a coloured one. If you do sink the coloured ball it is then placed back on the table and you can continue by trying to sink another red ball, then a coloured and so on.**

**The player to sink the last red ball gets a shot at any of the colours. After this shot, the coloured ball is replaced (if it was potted), and now the colours must be potted in the following order, once again points are added up: Yellow, Green, Brown, Blue, Pink and finally Black. If, while doing this you accidentally hit another colour before the correct one, or pot one of the other colours on the table your opponent is awarded a shot and the value of the ball, ie, if you are trying to pot the Yellow but you pot the Brown or hit it before the Yellow, your opponent will receive 4 points and start playing again.**

**Snooker is all about strategy. To pot a colour after a red you have to line the ball up properly or you will lose the advantage. However, because it is all about points, snookering or making it virtually impossible for the other player to score is also equally important. If there are not enough points on the table, you should 'snooker' your opponent to try to force a foul shot (which will incur a penalty to your advantage). A snooker occurs when there is no clear path between the white ball and the nominated colour or red ball. In this way you can rack up enough points to win.**




▲ Under the Snooker option you will find two other types of game: timed Speed Snooker and Trick Snooker.




## How to play

The player interface is simple enough to master: if you have seen *Arcade Pool* you'll already know what it's all about. *Arcade Snooker* is a mouse operated game and once you load it up you will be presented with a cursor and menu. New Game is just that: you can play a new game. The next bar will have Snooker written on it, which is the full game. Clicking on this changes the game to either Speed Snooker, a game against the clock where you have to pot as many balls as possible, or Trick Snooker where you can practice shots by moving the ball around the table, or set up all manner of 'trick' shots and try them out.

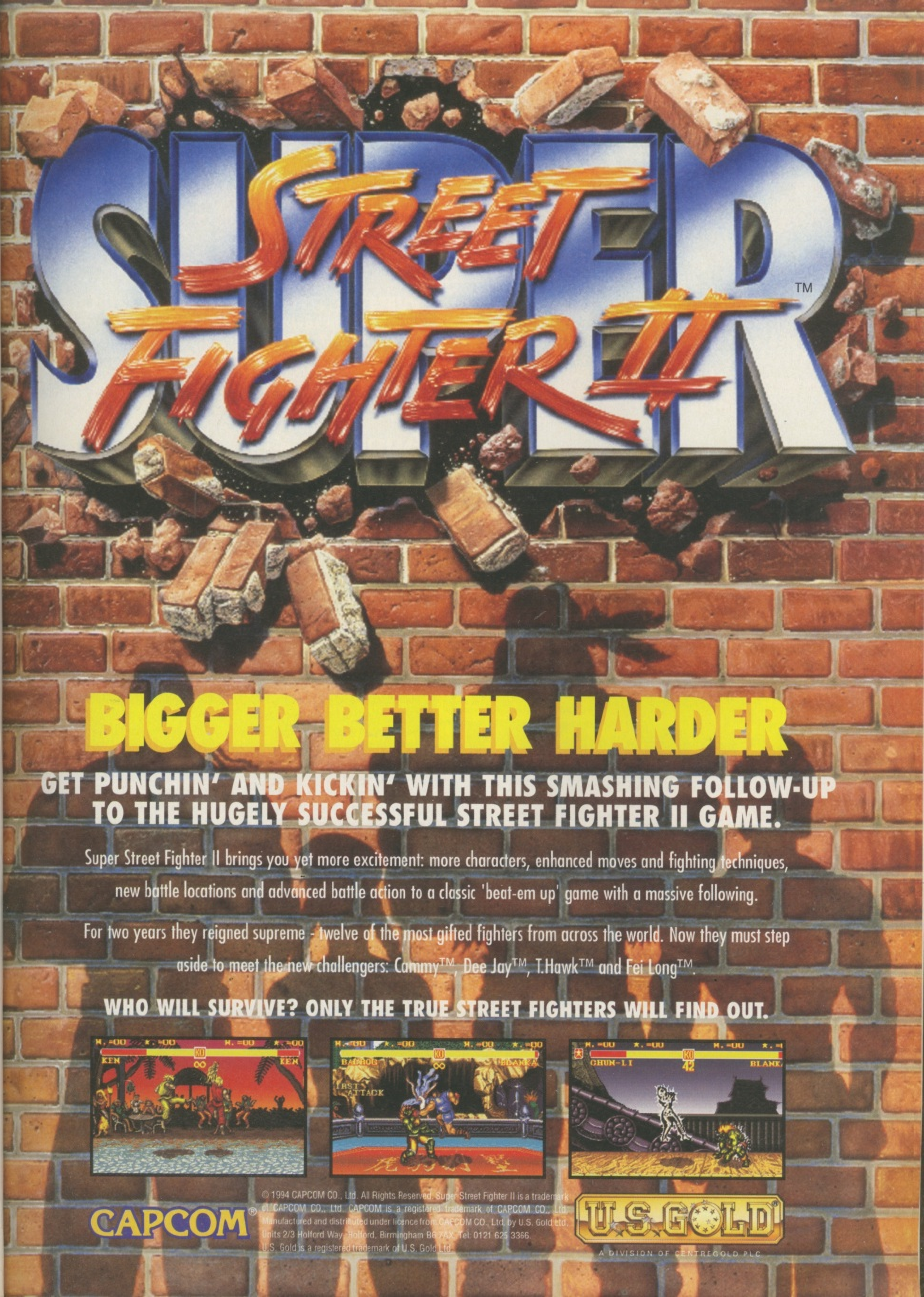
At the beginning of a game, to move the white cue ball within the semi-circle simply place the cursor over it and left click the mouse. This will bring up a hand cursor with which you can grab the ball and move it. The same technique is used for moving all of the balls in Trick snooker.

Once you have the ball positioned, left click once away from the ball and place the targeting cursor which appears on the table on the ball you are aiming for. This will give the ball its targeting information. Then move the cursor down to the right hand side of the screen to the white ball and the power gauge. Click on what part of the ball you want the cue to hit (a little dot will show you the new position), for various types of shot (screw, topspin and side) and then select the amount of power you want to use.

Finally, once you're sure you have everything right click on the right mouse button and the shot will be taken. Simple. If you want to see an action replay, click on replay, if you want to quit the current game click on New or Quit. Save, as mentioned in the boxout, does not work. More's the pity.

In the Player Setup screen, you can change player names to whoever you want while the default players consist of Team 17 members and various well known journalists from the games industry. Try Tony Dillon for a laugh. To change them to your name simply click on the end of the bar to change it to Player 1, then click on the bar itself to bring up a red cursor, then change the name to whatever you want.

In the General Options screen you can adjust sound, cursor outline and the friction of the surface of the table. Although there is a colour change option here, Team 17 decided not to implement this in the game because a) unlike pool, snooker is only played on a green table and b) because of the colour palette used the various balls would clash with the baize, ie you would find it very difficult to see all the red balls on brown baize. Thus this feature has been disabled. Finally, Quit quits the game. Enjoy yourself! ■


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# coverdisks How to load...




## Before you start anything

Make a back-up copy of your cover disks before you do anything. This will save you endless trouble if you erase or damage your disks.

If you aren't sure about how to make a back-up just follow our guide to the right. Make sure to rename your back-up disks to match the originals.

For example, the copy of *Adorage 2.0* will be automatically renamed Copy of *Adorage 2.0* by the Amiga. Use the Rename option from the Workbench menu, deleting the 'Copy of prefix'. This is absolutely essential, as parts of the program will not work otherwise.

## Making a back-up is easy

1. Take a spare blank disk.
2. Boot with your Workbench disk and load the Shell program. This can be found in the System drawer double click on it.
3. Now type in the following line and press Return:
`diskcopy from df0: to df0:`
4. You'll now be prompted to insert the source disk (111, 112 etc). After a few minutes you'll be asked to insert your blank disk. On some Amigas you'll have to swop disks several times.
5. Once finished type in the following, and then press Return:
`endcli`

You now have a back-up of the disk. Now you can begin.

## IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However if you do experience problems follow this simple guide.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.
2: Follow the instructions on this and previous pages exactly.
3: If you still experience problems loading the disk call the DiskXpress helpline on 0451 810 788 between the hours of 10am and 5pm Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to:
CU Amiga Magazine Disk Returns, DiskXpress, Unit 7, Willow Court, Bourton Industrial Park, Bourton-on-the-Water, Gloucestershire GL54 2HQ.

NAME: ..........

ADDRESS: ..........

TYPE OF AMIGA OWNED: ..........

DISK NUMBER: ..........

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK:

..........

..........

## WRITE PROTECT YOUR DISKS

**Before you do anything, write protect your cover disks. Cover disk 111 must be write protected before you begin the decompression process, otherwise you may overwrite the original data. Disk 112 does not need to be write protected, but it's a good idea to do so anyway as a precautionary measure.**

## Adorage 2.0

***Adorage* has been compressed in order to fit it onto cover disk 111. Before you can use it you'll need to decompress it onto a separate disk. Have a spare disk to hand, and label it *Adorage*. This disk must be write enabled (with the tab in the closed position) while the original cover disk should be write protected.**

**Insert disk 111 into the internal floppy drive and switch on your Amiga. A Workbench screen will load, showing an icon marked CU_111. Double click on this, and then double click the icon marked Adorage. After a short while, you'll be asked to insert a blank disk. At this point, replace the cover disk with the blank disk labelled *Adorage*, and press Return.**

**Swop the disks back again when asked to do so. You can now go onto decompress the *PowerBase* disk, or reload with your *Adorage* disk.**

**To load *Adorage*, either insert the *Adorage* disk and reset the Amiga, or boot from Workbench or a hard drive. Then double click on the *Adorage* disk icon, followed by the *Adorage* program icon.**

**To install *Adorage* to a hard drive, boot from your hard drive, and then drag the HDInstall icon to the part of the hard drive where you want *Adorage* installed. Then by double clicking on this icon you will now start up the installation process.**

## PowerBase

***PowerBase* also needs decompressing before use. Insert cover disk 111 into the internal floppy drive and switch on your Amiga. Now double click on the CU_111 icon, followed by the *PowerBase* icon.**

**When asked to insert a blank disk, swap the cover disk for a blank write-enabled disk labelled *PowerBase* and press Return. Swop the disks back again when asked to do so.**

**To load *PowerBase*, insert the *PowerBase* disk into the internal drive and reset the Amiga. To install *PowerBase* onto your hard drive, double click the HDInstall icon and follow the instructions.**

## Arcade Snooker

***Arcade Snooker* is an autobooting disk. All you need to do is put it into the internal floppy drive and turn on your Amiga. *Arcade Snooker* is compatible with AGA Amigas only (A1200 and A4000).**

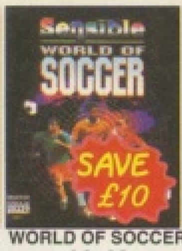
**NB: You can not save a game in *Arcade Snooker*. If you click on save game it will say that it is saving the game, however, there isn't a facility to load this saved game.**




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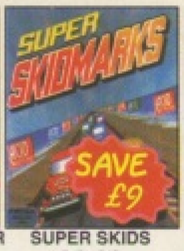

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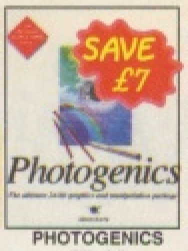

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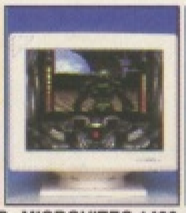
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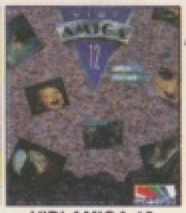
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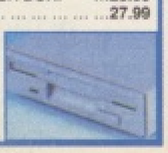

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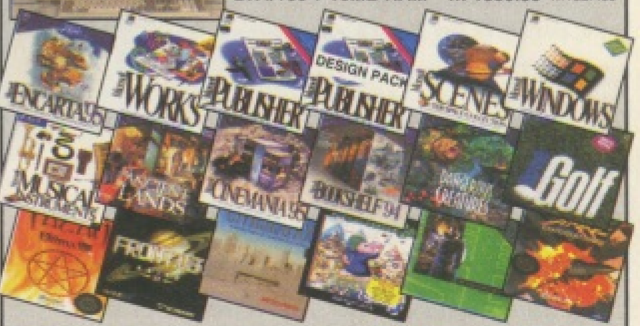
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Whatever specification Amiga you own, SoftWood have the perfect solution for your requirements. ***Final Copy II™ Release 2*** is at the peak of achievement when running a floppy based Amiga configuration, whilst ***Final Writer™ Release 3*** is the only hard drive compulsory Amiga word processor - it leaps a stage ahead and doesn't make any compromises to be floppy disk compatible. Whichever you choose, you'll be assured of the latest in WYSIWYG technology and reap the benefits of still unsurpassed, easy to use, Amiga software from SoftWood.

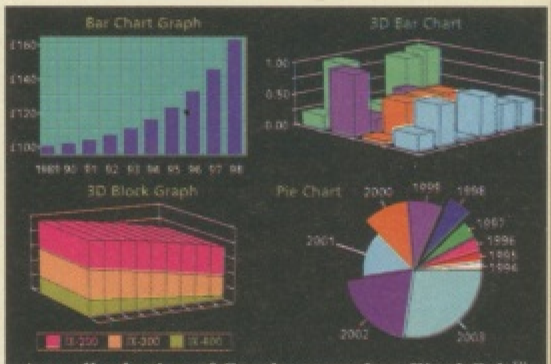
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***Final Calc™*** is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.




*A small selection of Graphs created on Final Calc™*

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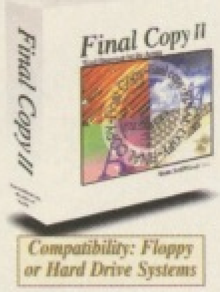
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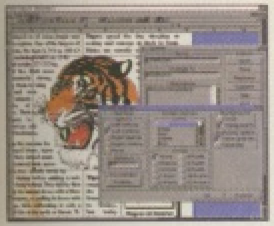
# Final Copy II™

## Release 2

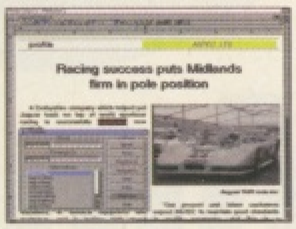



Compatibility: Floppy or Hard Drive Systems

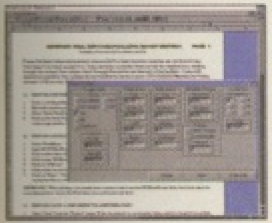
Designed to get the most out of an Amiga floppy drive based system, ***Final Copy II*** offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.



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Unique features such as **FastDraw**™ on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **Perfect Print**™ (an advanced system that enables you to print the same Postscript™ outline fonts to any printer in both landscape & portrait modes) ensure that ***Final Copy II*** is the leader in its class. You can easily generate multiple newspaper style snaking columns, import any graphic objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even print text over graphics and the output is always of the highest quality.



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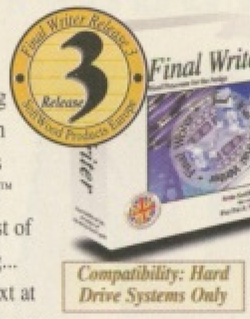
Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only ***£49.95*** *inc. p&p.*

*Final Copy II requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.*

# Final Writer™

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## Release 3

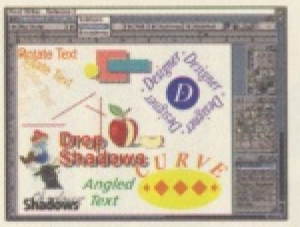



Compatibility: Hard Drive Systems Only

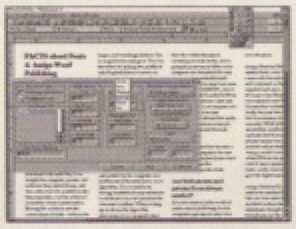
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

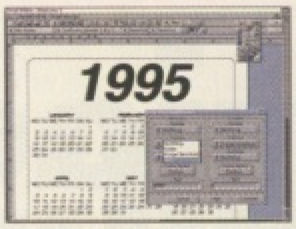
- **Text Blocks**™ which position text at any size, angle and position on the page.
- **Touch Tools**™ & **PowerUserBars**™ giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus**™ allowing more versatile on screen drawing tools which include options like rotation.

***Final Writer*** can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.




Add ARexx/Macros, floating palettes, undo/redo (both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop






text, spelling while you type, dictionary hyphenation, foreign language dictionaries (German, French and Norwegian), auto save, polygon graphics irregular shape generation, plus lots more. ***Release 3*** takes your Amiga further than ever before!

Amiga word publishing power, only ***£74.95*** *inc. p&p.*

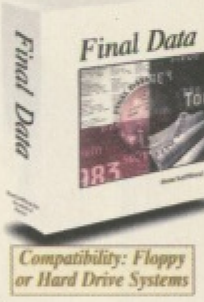


*Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!*

*Final Writer Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.*

# Final Data™

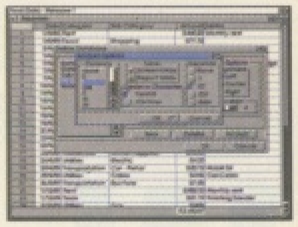
## New Release 2




Compatibility: Floppy or Hard Drive Systems

***Final Data*** has been developed to be by far the EASIEST TO USE Database for your Amiga. To set up a ***Final Data*** database, you won't be confronted by an array of unfamiliar commands... simply define a column for each category of information you want to keep eg. first name, surname, house name/number, street, town, county, postal code, phone number etc.

(Incidentally, you can add or remove columns at any stage). Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can be adjusted by dragging their borders with the mouse. Data is then entered into "cells" (***Final Data*** even detects entries of invalid dates etc. and displays an alert message). Screen totals are available as options on all amounts/calculations (numbers can also be formatted with currency signs and commas).



***Final Data*** even has built-in routines for label printing and you can always utilise the "Print Merge" feature found in *Final Copy II*™ and *Final Writer*™ - simply select the program you are using and ***Final Data*** does the rest automatically. You can also access any database created in *Pen Pal*™, MiAmiga File and *File IIsg*™ as well as standard ASCII files found in many other programs. Above all you'll be able to start using ***Final Data*** immediately.

New Release 2 adds features that now allow you to...

- **Select Multiple Rows/Columns** that aren't adjacent to one another
- Call up a comprehensive **Database Query Requester** which lets you define a complex search criteria
- Access **Sub Lists** to display rows which have been located by a query or manually selected and then print or save them
- Open a window in which you type information to use as a **Memo**
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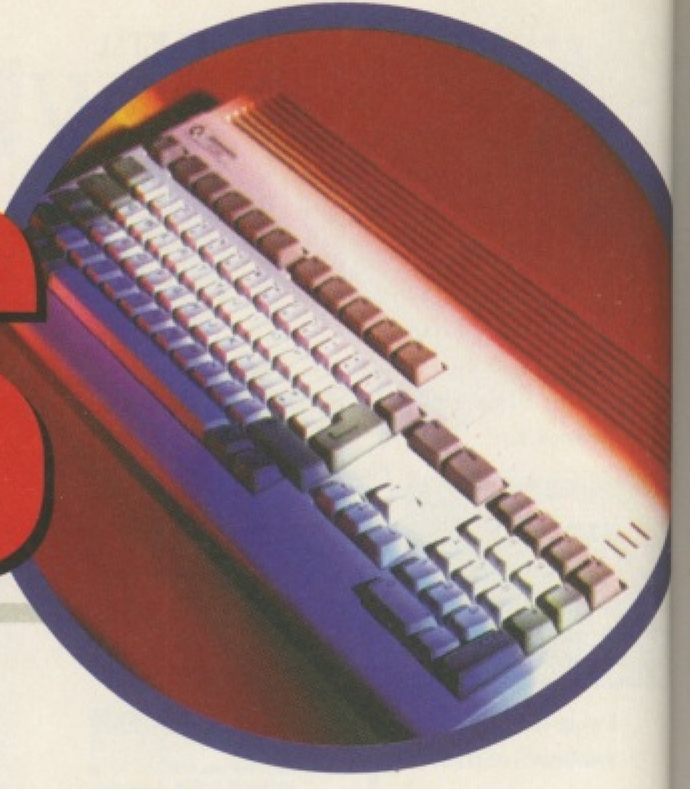



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# News



# Welcome to Amiga Technologies

**The Amiga was officially re-launched by German manufacturer and retailer Escom on May 30th 1995. We held up the printing presses, bribed newsagents and took publishers hostage to bring you this report by Alan Dykes, our man in Frankfurt ...**

### Key Events In The Amiga Re-launch

**April 1995:** Escom buy Commodore, all its trademarks and patents for $10m.
**May 1995:** Escom re-open Rumbelows stores as Escom Computer retail outlets.
**May 1995:** Press re-launch in Frankfurt. Commodore name dropped from Amiga and new company, Amiga Technologies GmbH, formed. Commodore name now solely for use on Escom PCs.
**August/September 1995:** A4000T goes back on sale in old 040 form and in new 060 guise. Workbench 3.1 and Scala MM300 to be included.
**September/October 1995:** A1200 goes back on sale. Inexpensive HD and RAM upgrades made available simultaneously. Workbench 3.1 and Scala included.
**Christmas 1995:** CD32 may reach the shops. But it may not. Boo!
**Spring 1996:** A1300 version of A1200 launched with 30Mhz 030 processor and extra fast RAM. Also likely to have a CD-ROM drive. CD32 may be updated and re-launched to compete with the newer CD consoles on the market.
**1996/1997:** A new range of Amigas and AmigaDOS. CPU changed to HP PA RISC or PowerPC. AAA a possibility.

Amiga Technologies GmbH is the new title of a brand new company, set up by Escom to market, develop and manufacture the Amiga. It's going to be based in Germany, with additional hardware research and development staff in Philadelphia in the USA, software development support staff in the UK and distribution headquarters in Holland.

This was announced at a press conference in Frankfurt on the 30th May, presented by top representatives from Escom and the new Amiga Technologies GmbH (this is an abbreviation similar to Ltd, for limited company here in Britain). The General Manager, Distribution Manager, Product Development Director and Engineering Director are all from the old Commodore organisation, though none of them had a kind word to say for the company that went broke just over a year ago.

The new General Manager Petro Tyschtschenko was with Commodore in Germany for twelve years rising to Director International Material Management and Logistics, his new role will be to co-ordinate the resourcing, manufacturing, R+D, licencing and sales of the current range of Amigas and any future development. Dr. Peter Kittel will already be familiar to users of the internet as over the last month he has released several fire fighting statements and press releases on-line. Having been with Commodore for 10 years he is now the man charged with the future development of the Amiga and will head up the R+D and support departments at the new Amiga Technologies headquarters in Bensheim in Germany.

Bernard Van Tienen, whom we interviewed in the May issue of CU Amiga Magazine when we scooped the story about Escom's bid was originally head of Commodore in the Netherlands and is now in charge of Escom

and Amiga Technologies' international production and distribution, as well as overseeing Escom UK and several key European countries.

There are still two Americans on the Amiga management team, at least one of whom will be familiar to Amiga magazine readers – Jeff Frank. Jeff was with Commodore for eight years and his last job was Director of Technology at the famous (or infamous) Norristown development headquarters. Escom have taken over and are maintaining this facility and Jeff Frank continues on in the same role for Amiga Technologies. The other American, Ed Goff is the legal eagle, who will be in charge of maintaining all the patents and copyrights, contracting third party development deals and licencing.

## New CD32

The CD32 is proving to be the most difficult prospect for production and sale, and although General Manager Petro Tyschtschenko claimed that they hope to get it back on the shelves by Christmas Manfred Schmitt was less optimistic. He even went so far as to say that with the new Sony Playstation (and Sega Saturn) becoming available, a rethink of the design and capabilities of the CD32 might be in order, to increase its competitiveness against the new formats. This could set the release date back to sometime next year.

They were keen to stress the importance of the CD32 to the future. Amiga Technologies intends to use the CD32 as the basis for a low cost platform to sell and licence to cable and on-line entertainment and information companies to use as TV set-top boxes. These will be able to play games, movies, be connected to the TV enabling the owner to partake in interactive programming and go on-line in the Internet in an easy to access living room environment.

The fact that the CD32 was available and relatively cheap to manufacture was one of the original reasons why Escom was so interested in Commodore.

# A1200 and A4000T: On sale and upgraded

In September, the A4000T, will go back on sale. They have dropped the old style A4000 for the machine which Commodore only managed to produce 1000 of before going into liquidation and halting production. Escom have already got 25,000 firm orders for the A4000T in Europe and the USA all of which will be fulfilled by Christmas.

The big news on this high-end front is that Amiga Technologies have signed a licence deal with Phase 5 to use their Cyberstorm expansion board version of the Motorola 68060 as the basis for the A4000T, and this version will go on sale before Christmas. This has the new 60 Mhz processor, the last of the 68000 series, with storming performance. However because Escom are still testing the water for sales and tooling up for production there is likely to be a waiting list for these machines, so order if you have the cash, but don't hold your breath for delivery!

More good news was waiting for the Amiga 1200 and CD32. The 1200 will be back on sale by the autumn, with a new bundled software pack, for which Escom are about to enter negotiations with software houses. They have already signed up Scala MM300 for all new Amigas (see our review of MM400 on page 79) and AmigaDOS 3.1 will be standard.

Although a price point has not been set for the re-launched 1200 Manfred Schmitt, Escom's chief executive told CU Amiga Magazine that he would like to see a machine for the home market retailing at around one third of the price of their current PC range. The cheapest current Escom PCs sell for just over £600 plus VAT, and if he is serious this could mean that the A1200 will go on sale including VAT for an unprecedented sum of under £250.

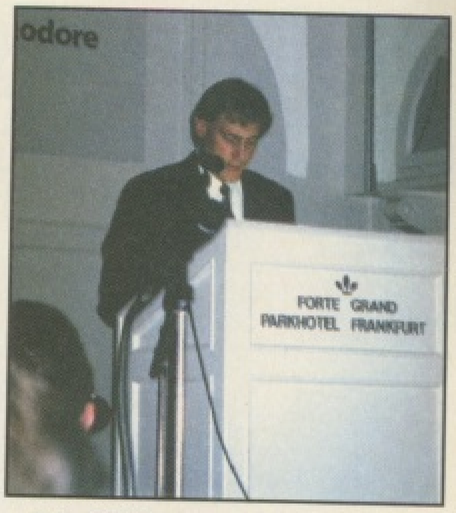
Manfred Schmitt, Bernard VanTienen and Petro Tyschtschenko were all eager to stress that the new Amiga Technologies will operate with as low an operating overhead cost as possible, relying on low cost manufacturing and distribution, this being the key to low retail prices. Also, rather than selling them solely through Escom outlets (they have converted the former Rumbelows chain into Escom shops) they will continue to rely on current distributors in a further effort to keep prices and overheads to a minimum. They were reluctant to announce any official prices at Frankfurt though, because distribution deals still have to be worked out.







▲ Impressive surroundings for the Frankfurt press conference.




▲ Manfred Schmitt, Chief Executive, Escom: "The Amiga is still a very efficient and inexpensive computer".

## The A1300CD

The A1200 is due to be improved early next year with an EC030 processor and a fast RAM upgrade almost certainly on the cards, while a CD-ROM drive becomes a distinct possibility too. Because of their PC multimedia experience and the knowledge that CD is the games platform of the moment they are considering this very seriously. Also, because of the processor upgrade from an EC020 to the 030, Manfred Schmitt let slip that this machine is at least under development with the title of A1300. So fans of the fictional A1400 now have something concrete to talk about.

According to Escom there will be no problem sourcing the necessary microprocessors for new Amigas despite many reports of a shortage of Motorola 68000s as that company concentrates on PowerPC production. Negotiations with Motorola have shown that they are very keen to see the Amiga continue to use their chips, since their current customer base solely consists of Apple and IBM and they very much like the idea of another competitor in the market buying and using their chips instead of Intel's.




▲ Top dogs (from left to right): Van Tienen, Dr. Kittell, Schmitt and Tyschtschenko.

# What is a 'Set Top Box'?

**In all the furore over the Escom takeover of Commodore several new pieces of terminology have reared their ugly heads in this mag and other organs. One of the most frequent has been 'Set Top Box'. There is no mystery surrounding this. All it is is a computer or console designed to be part of the TV entertainment system which currently includes your video and possibly a stereo or surround sound system. Like the primitive CDTV and the current Phillips CDi it is not intended to have a keyboard, but unlike these machines it is fully intended to interact with you not just by remote control keypad but also through the TV screen using touch sensitive technology.**

**Because it can play video CDs and games it crosses into console territory but it will also allow you to link up to the Internet, carry out banking transactions, download movies (rather than going out and renting a CD or video), engage in home shopping activities or do an interactive course of education on any subject you like. Among the many applications for such a device one of the most interesting is being able to participate with thousands, millions even, of other viewers on a cable TV show, using the Set Top Box to communicate your commands to game show contestants, TV private detectives or whoever.**

**At the Frankfurt press conference another ex Commodore employee, and a pretty famous one at that, former Development Director Don Gilbraith, was putting forward his vision of a set top box using the CD32 as a cheap but very capable basis for implementing all of the above. The company is called VisCorp and they already have test machines in American homes. Although Europe has yet to become familiar with this technology it won't be long before it gets here.**

# ... and SoHo?

**Another newish and easy to explain term is SoHo. In London it means an area of town filled with strip shows and porn shops and the odd good pub. In New York it means 'south of Houston' and it's a good place to get mugged. But in computer parlance it simply means Small office, Home office: people working from home and communicating with an office and the outside world via modem. It's a popular anagram used by computer salesmen and marketing bods at the moment because they reckon it's a big growth area for sales.**

# Brand new Amiga

A new Amiga is definitely on its way within the next two years. Speaker after speaker praised the Amiga's operating system, multitasking ability and workbench management. As a cheap but very capable people's computer some of them went so far as to liken the Amiga home computer revolution to the VW Beatle's success. In recognition of its strengths they are investigating porting AmigaDOS to other computers as well as developing 'Amiga Environment Emulators' for the PC and Apple Mac.



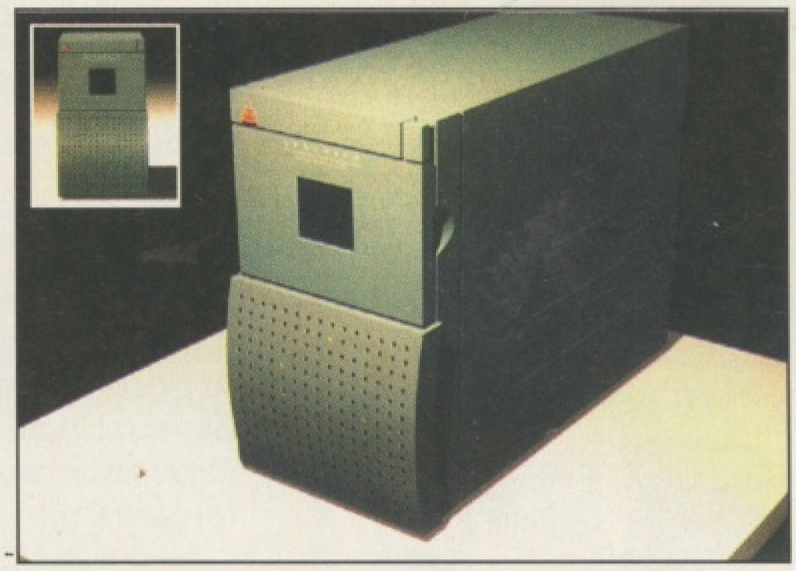
▲ Wolf Dietrich of Phase 5 explaining the A4000T 060.

In terms of the new Amiga itself it will most likely become available with either a development of the Motorola PowerPC chip or the HP PA RISC processor as its core CPU. The possibility of resurrecting the AAA chipset from the drawing board was also cited by Dr. Kittel as one approach to developing the new machine as this has already had a lot of work put into it. But he refused to be drawn on whether it will definitely be used or not. Newer Amigas can also be expected to have crossover Mac and PC abilities, just like the Mac is now available with a PC operating system in tandem with its own.

A new workbench version is a certainty though, as is a new machine design and a more modern, professional look. In fact one of the lighter moments of the conference was the appearance of Bjørn Rybakken from a company called Bates Strategic Design who presented, using visuals, lighting effects and music, a vision of the modern Amiga and a new Amiga logo, pictures of which you can see below.

There are also plans to keep spare parts available to current Amiga users through a spare parts control service in Bensheim, Germany and when brand new RISC Amigas are released (which is unlikely to be for at least 18 months, the A4000T 060 and the A1300 are intended to fill the gap) Amiga Technologies will attempt through emulation to make sure that they are as backward compatible as possible with the thousands of titles currently available for Amigas.

Overall, the conference was positive. The re-launch of the current A1200 was greeted with enthusiasm, but the completely upgraded version, which is what we really wanted to hear, was even better, despite that fact that it will inevitably cost more. This commitment, along with the one to upgrade the CD32 and only produce the vastly more expandable A4000T showed a desire to make the Amiga better and more competitive, not just in price but also in capability.



▲ What the Amiga could look like in the future. Design consultant Bjørn Rybakken put on his best mad professor act for the presentation of this Amiga, but it worked well on the assembled newshounds from around the world.

Escom plan to make their initial purchase money back by the spring of 1996 and turn over about 100 million Deutchmarks (£45M) worth of Amiga business by the end of the year. Manfred Schmitt told CU Amiga Magazine that a turnover similar to Commodore's 500 million Deutchmarks (£225m) would not be out of the question in a couple of years time, at which stage the Amiga will have become a big player again.

## Commodore and Amiga in Multimedia future

Escom bought the rights to the Commodore name and all its associated patents and trademarks, for $10m in New York at the beginning o f April, against strong competition from Dell. At that stage they confirmed their interest in the Commodore name as a strong PC brand, but quite how the Amiga would fit into their overall strategy has been uncertain.

Manfred Schmitt, Escom's chief executive was keen to emphasise that the acquisition of the Amiga now means that Escom has become a multimedia company rather than just a PC retailer, able to take advantage of the growth of "Pay-TV, Video On Demand, Home Banking, Home Shopping and on-line services'. Amiga technology will enable Escom to give users a "cost efficient way to access all these new services". In line with these expectations they are aiming to licence the Amiga's core technology to third parties for use in tv set top interactive boxes and other related goods.

Claiming that 93 percent of all PC users still recognise Commodore as a strong brand name Escom are attempting to do what Commodore itself failed dismally at three years ago and are launching Pentium 75 and 100 PCs under the brand name, which will no longer be associated with the Amiga.

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| C0632 | LITIL DIVIL | 19.99 |
| C0544 | LOST VIKINGS | 19.99 |
| C0010 | PGA EUROPEAN TOUR | 17.99 |
| C0059 | PINBALL FANTASIES | 21.99 |
| C0450 | RISE OF THE ROBOTS | 22.99 |
| C0001 | ROADKILL | 19.99 |
| C0019 | SENSIBLE SOCCER | 16.99 |
| C0006 | SIMON THE SORCEROR | 22.99 |
| C0700 | SKELETON KREW | 22.99 |
| C0008 | SUBWAR 2050 | 19.99 |
| C0255 | SUPER STARDUST | 18.99 |
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| C0580 | TOWER ASSAULT | 19.99 |
| C0067 | U.F.O. | 19.99 |
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| C0802 | ZOOL 2 | 19.99 |

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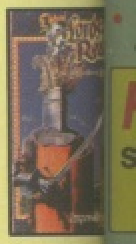
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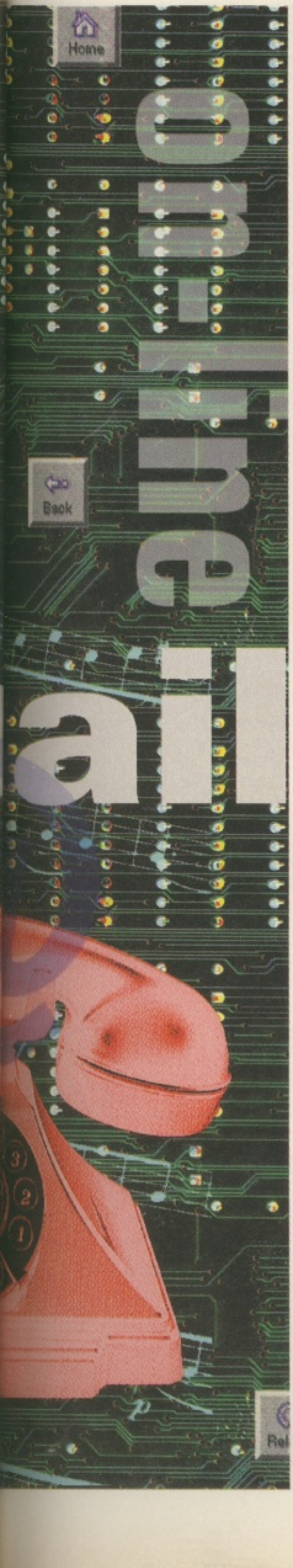
Post to Chart Shooters, FREEPOST NW6000, London NW6 6YG.
(No stamp needed). Enquiries tel 0171 372 7544.
Please make cheques/POs payable to Chart Shooters.

# Into the .net

**The Internet. Most of us know what it is, but exactly how does your average Amiga owner go about getting onto the information super highway, and what do they do once they get there? For the answer to these questions, and many more, look no further ...**




ILLUSTRATION: HELEN DANBY






▲ One essential site for Amiga users is the Amiga Home Page. Here you'll find all kinds of news, gossip, rumours and articles about your favourite computer.

## Connecting up

**There are a number of ways you can set yourself up to access the Internet. We'll go into detail a little further on, but for now, here's a typical example of how you might choose to set yourself up.**

- **Buy a modem, capable of 14,000 or higher transfer rates**
- **Join Demon (phone 0181 371 1234)**
- **Demon sends software to get you connected**
- **Install the software**
- **Dial into Demon**
- **Run your software (supplied by Demon)**
- **Use FTP to get a program called Magic User Interface from Aminet, and AMosaic from ftp://max.physics.sunysb.edu/pub/amosaic**

**You can now access the Web pages pictured here plus thousands of others. Don't worry if this doesn't make much sense yet, all will become clear.**

If you've looked in any popular magazine or newspaper, switched on the TV at any given point of the day, or simply glanced across the magazine shelves, you will have noticed the Internet. Dubbed everything from the information superhighway to the virtual homeworld of geeks and spanners, the .net – as it is known to its friends – has finally hit the mass market. Every major company now sports an E-mail address as part of their advertising and almost every social gathering seems to be full of talk of 'surfing', 'skimming the net' and so on.

To the uninitiated, all this hype and furore must make the Internet look like the most amazing, incredibly exciting experience on the face of the planet. Forget Space Mountain, forget Nemesis, for thrills and spills, switch on your modem. But that's not really the kind of excitement the Internet offers.

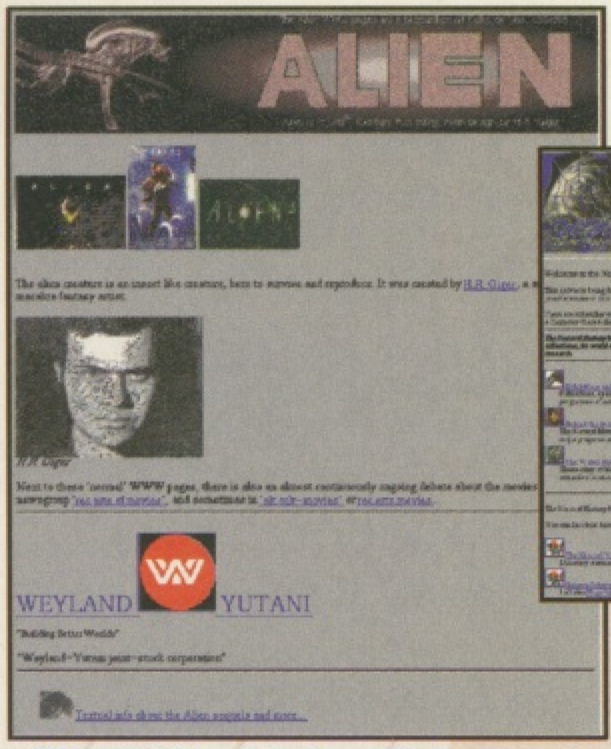
What the Internet actually is, however, is the greatest advance in communications this planet has seen since the invention of the telephone. This may sound like a very bold statement, but you have to admit it starts to look impressive when you think that it gives you the capability to access information on almost anything you can think of, chat in real time to people all over the globe, send any kind of digital information – images, sounds, text files, diagrams and so on – instantly to any other part of the world, join debates and conferences with like minded people from all around the globe and download all the free software you could ever want, all for the cost of a local call. Howzat? As Ian Botham would say.

If you have been following the hype in the major press, you can't help but notice that almost all of the coverage seems to be geared toward PC owners, who, along with Apple Macophiles, have access to native versions of Netscape and NCSA Mosaic, the two main Web Graphical Browser that form the well known visual part of the Internet (don't worry about the terminology – all will be explained later on). You could be forgiven for thinking that the Amiga doesn't get a look in, but fear not as Web browsers and full Internet access are readily available for the Amiga.

Before you can leap right in and get moving, a little explanation is required. The Internet was

## What's It All About, Archie?

**The Internet is an unbelievably massive place and without a little help, you're going to find yourself stuck or lost in no time at all. That's why there are two little programs incorporated into many Web sites to help you, known as 'gophers' and 'archies'. An 'archie', or Internet Archive to give it its full title, is a catalogue of other Web sites. You can use a 'find' option with these archies to pick out Web sites that may be of particular interest to you. When you've found one you want to investigate, the 'gopher' will take you straight there.**




▲ The World Wide Web really does have something for everyone, with pages covering just about any subject you can imagine.




▲ Many institutions are now on-line too. For instance, the Natural History Museum can now be visited in a virtual capacity via the Internet.

## What Is E-mail?

**E-mail, or Electronic Mail, is the most popular use of the Internet, and it isn't hard to see why. E-mail can act just like a computerised telegram service, but it's capable of so much more. You can send anything via E-mail, so long as it can be converted into digital information. This includes pictures, sounds, movies, documents and of course computer software. This has been possible for years, since the dawn of modems, but Internet has given it a new twist. Now you can E-mail anyone else in the world (providing they're wired up too) by simply quoting their E-mail address, which makes the whole process so much quicker, easier, and cheaper than it used to be.**

set up initially in the USA as a network of scientific computers, designed to send information between colleges and universities. The .net has grown to mammoth proportions and now contains thousands of computers all interconnected around the world via direct connections. The end result is the ability to log on to any of the machines worldwide and use their resources to your own ends. If you have ever used a bulletin board system, then you will already know how this kind of thing can work. Now imagine that your local bulletin board has access to a thousand other hard drives around the world, which you can download software from through your local board, and you've got a basic working version of the Internet right there, but of course there is much, much more than that going on.

## Realtime Conversation

**Over 25 million people are currently estimated to be connected to the Internet. These people come from all walks of life and from all over the globe. Thanks to Internet Relay Chat (IRC) you can talk to them in one-to-one or conversations or group discussions. This system lets you type messages in real time to any number of other people in a closed conversation, discussing any topic you care to think of, and there are hundreds of conversations going on at any one time. The best way to use IRC is with the Amiga program *Grapevine*, available from any Aminet site via FTP.**

## Text vs WWW Graphics

There are two methods of Internet access. The simplest is through a text-only link, using a service such as CIX (Compulink Information eXchange), Delphi or Almac. CIX is a bulletin board that also acts as an Internet 'gateway'. You can access parts of the Internet via this gateway, but you won't be able to get at those attractive World Wide Web (WWW) sites. Anyone with an account with CIX (or similar Internet gateway provider) can go straight through to the Internet with normal comms software (such as *NComm*), and a simple typed command (eg. Go Internet). This will let you send international E-mail, and download free data and software from FTP sites around the world. Unfortunately this method can be rather long-winded, as anything you download must first be downloaded to the CIX bulletin board, and then to your Amiga from there, which doubles file transfer times.

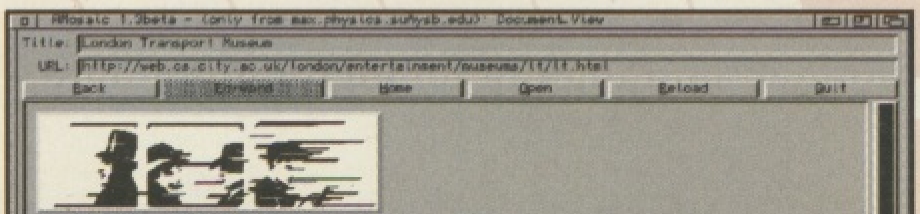
## Don't Forget...

**Don't forget FidoNet, the network of Bulletin Boards all over the world. FidoNet is totally free to use and offers similar E-mail and file facilities to the Internet. Call you local BBS for more details on how to take part.**

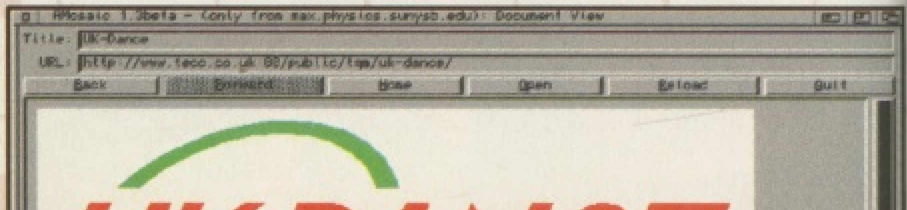
However, if you're to get the most from the Internet, you should really get set up for WWW access, in which case you'll need some extra software, and an account with an Internet 'middle man' such as Demon. Demon are recommended particularly to Amiga users, as they can offer software and services particular to the Amiga. Many alternative companies are geared towards PC users. Take this route and you can experience the point-and-click interface of the World Wide Web.

## Text-Based Access

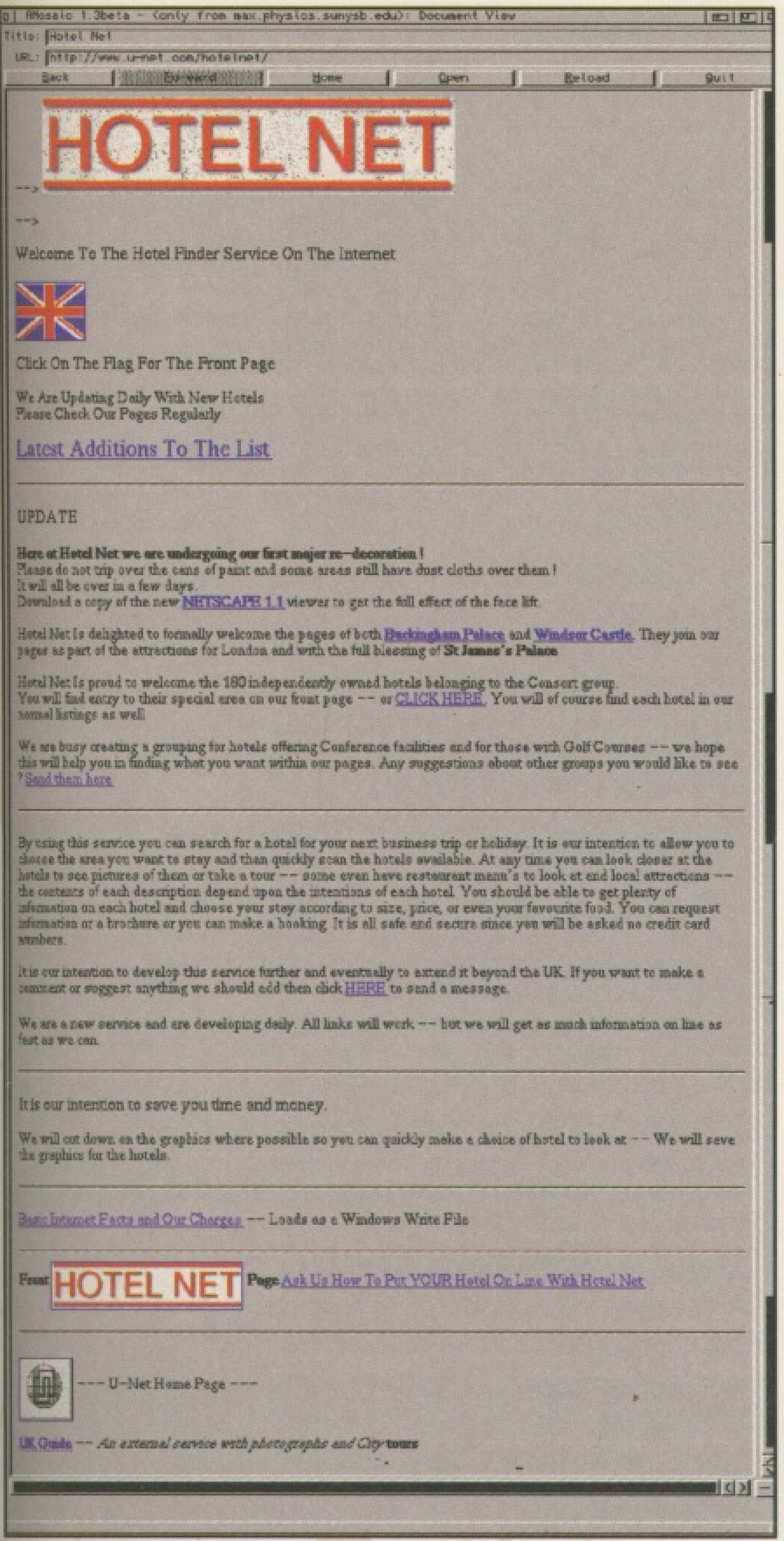
Setting up for text-based access is simple. Get yourself a modem and some terminal software, such as *NComm*. *NComm* is shareware and so it's available from most




▲ Here's another on-line museum. These Web pages generally act as information points, although it's already been suggested that in the near future, you'll be able to download exhibits and 're-materialise' them at your end for real 3D viewing (no kidding!). For now you can make do with some words and pictures!



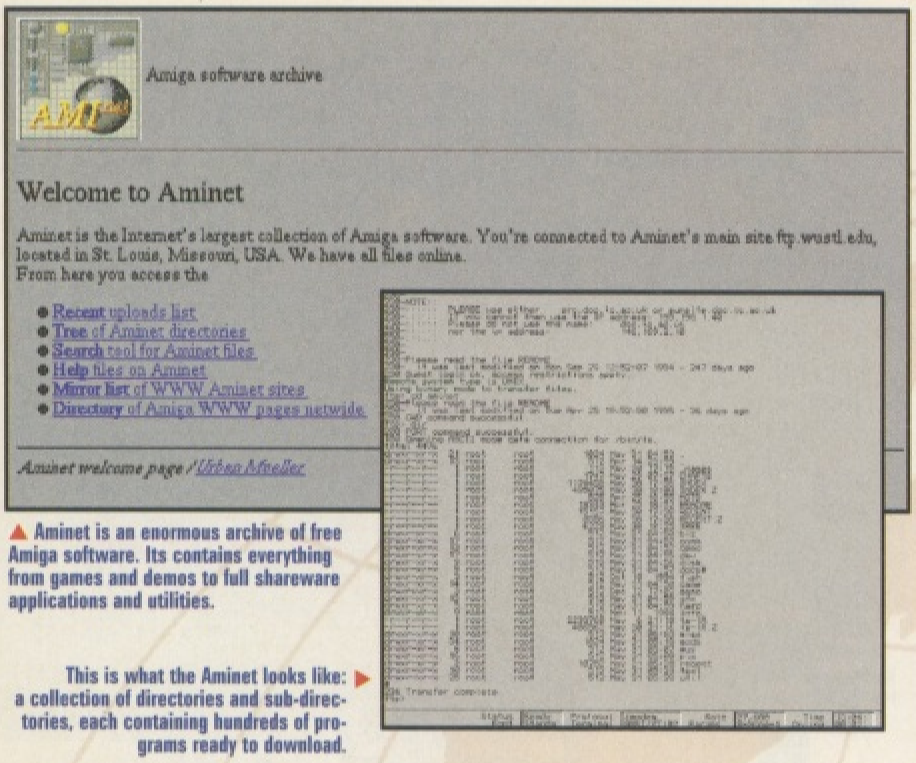

▲ UK Dance is yet another fine example of the Internet overtaking the established media system. As it is not held back by production and distribution times of the traditional press, it's able to get there first with all the latest news.




▲ **Why not use the Internet to find a hotel for your next holiday or business trip? Hotel Net is a Web site devoted to sorting you out faster and with less fuss than any other system.**

## Choosing A Provider

**In our examples here we've selected CIX and Demon Internet as Internet providers, but there are others. Demon Internet are the largest Internet providers in the UK and charge £10 per month for unlimited access. If you choose to shop around, there are a few main points to check for. Some providers (such as Demon Internet) will supply Amiga users with the appropriate software, but don't expect the same service from all providers. Differing prices will be charged for initial connection and subsequent Internet access. Also check that there is a local Point of Reference. This is the phone number your modem will ring each time you use the Internet, so in order to keep your phone bill as low as possible, this should be a local number.**




▲ Aminet is an enormous archive of free Amiga software. Its contains everything from games and demos to full shareware applications and utilities.

This is what the Aminet looks like: ▶ a collection of directories and sub-directories, each containing hundreds of programs ready to download.

## Tell Me More About Aminet

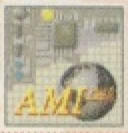
**Aminet is the ultimate collection of Amiga software: you have probably seen or used the CDROMs of the same name, which are taken from the on-line archives at regular intervals.**

**You can use either the World Wide Web (via AMosaic) or a text-based FTP tool (for example, ncftp which comes with AmiTCP). Here are the Web addresses to try:**

**http://src.doc.ic.ac.uk http://wuarchive.wustl.edu/~aminet**

**Here are the FTP addresses to try. Try to stick to the site nearest your own location.**

| | | |
|---|---|---|
| **Australia** splat.aarnet.edu.au | **Germany** ftp.uni-oldenburg.de | **USA (MO)** ftp.wustl.edu |
| **Germany** ftp.uni-kl.de | **Scandinavia** ftp.luth.se | **USA (CA)** ftp.cdrom.com |
| **Germany** ftp.uni-erlangen.de | **Switzerland** ftp.eunet.ch | **USA (TX)** ftp.etsu.edu |
| **Germany** ftp.cs.tu-berlin.de | **Switzerland** litamiga.epfl.ch | |
| **Germany** ftp.uni-paderborn.de | **UK** ftp.doc.ic.ac.uk | |



**Other important Amiga sites include:**

**http://www.cs.cmu.edu:8001/Web/People/mjw/Computer/Amiga/MainPage.html http://www.prairienet.org/community/clubs/cucug/amiga.html**

**And on USENET, you'll find all the latest gossip on: alt.comp.sys.amiga.***

public domain libraries for around £3 including post and packing. You can then send off your registration fee for a fully functional version of the program. Now you need an account with CIX. Phone them on 0181 390 8446, and they'll tell you everything you need to know about setting up an account. With your CIX account sorted out, it's just a matter of logging on, and entering 'Go Internet'. That's it!

## World Wide Web Access

If you haven't got access to Web sites, you're missing out on an enormous part of what makes the Internet so special. The World Wide Web is a system that allows navigation around the Internet with a civilised graphical interface. You don't have to learn reams of confusing commands and codes. The hardest thing is setting up your system. From then on it's plain sailing. Here we'll expand on the brief 'Connecting up' panel from page 27.

We'll assume you've got your Amiga and a modem capable of 14,000 or higher baud rates. The next thing you need is an account with an Internet provider, such as Demon. Phone Demon on 0181 371 1234 and enquire about setting up an account for Internet WWW access. They'll fill you in on what needs to be done. Follow their instructions, and soon you should receive some software. Install this software according to the instructions. Now run the software as directed and dial into Demon. So far you will only have a text link to the Internet, but you can now download the invaluable *AMosaic* 'Web browser' software, which allows your Amiga to download the graphical WWW pages. The Internet address for this is ftp://max.physics.sunysb.edu/pub/amosaic

Once you've got AMosaic, you can jump around from one Web site to another at will.

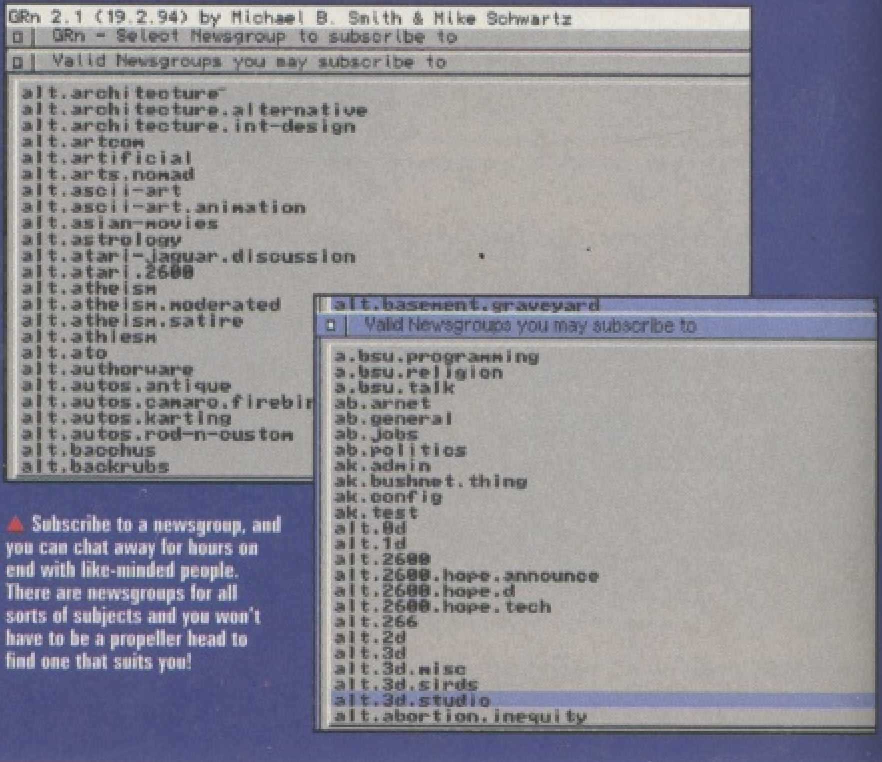
## DIY Web Pages

**One of the reasons that there are so many Web pages around the world, is that they are relatively easy to put together. All Web pages are constructed using a hypertext formatting language called Hyper Text Markup Language (HTML). This allows you to transform a set of text documents and pictures into a professional-looking Web page within minutes. You can also use this language to build links to other Web sites.**

## A Lorra, Lorra, Newsgroups

**The second most popular use for the Internet is, without a doubt, the Usenet network. This is a massive collection of over 15,000 debates all happening at once and the list grows every day. Here like minded users can post messages in response to other messages they read in the debate, which are in turn responded to and the debate grows, and most of them make for very interesting reading. Topics cover everything you could think of, from a Bill Clinton fan club to more serious topics like animal rights and abortion.**

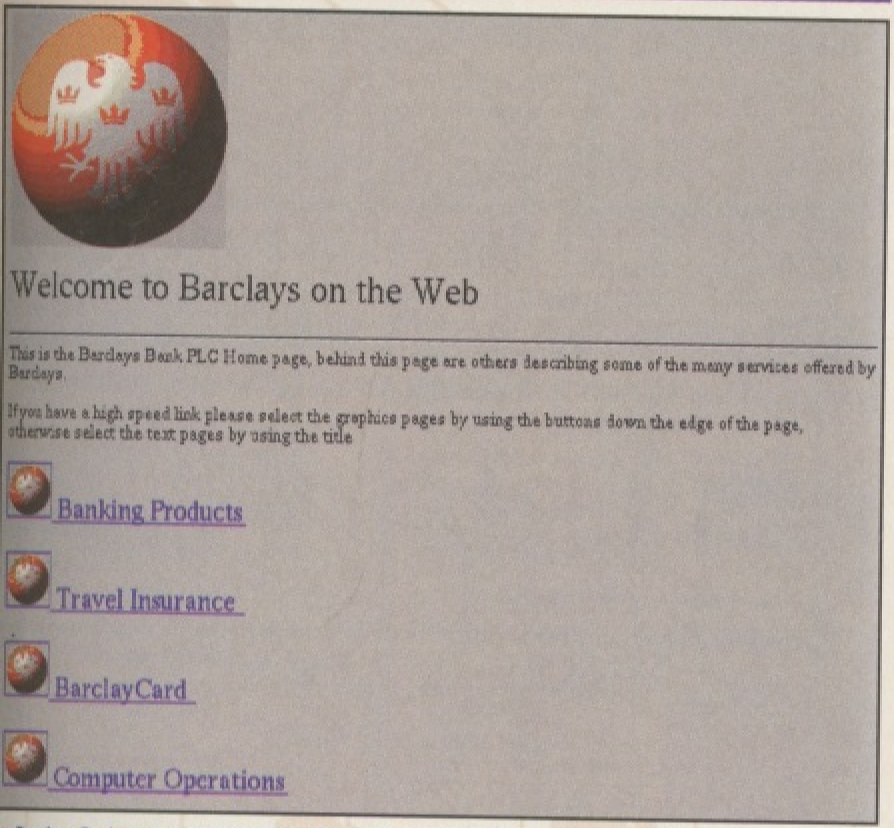
**You can join a newsgroup at any time by simply posting a message to it, but there are a couple of rules to follow. The first is that you read the FAQ (Frequently Asked Questions) document before you submit anything. This is a list of questions often asked by new users, and saves the more experienced users having to continually answer the same old questions. The other is that for the most part, 'flaming' is not allowed. Flaming is the term used for having a go at someone when you don't agree with what they are saying. If enough people are annoyed at something someone has written, a new newsgroup dedicated to flaming them will appear, so keep the flaming to a minimum, as again it wastes people's time.**




▲ Subscribe to a newsgroup, and you can chat away for hours on end with like-minded people. There are newsgroups for all sorts of subjects and you won't have to be a propeller head to find one that suits you!

## FTP Explained For You

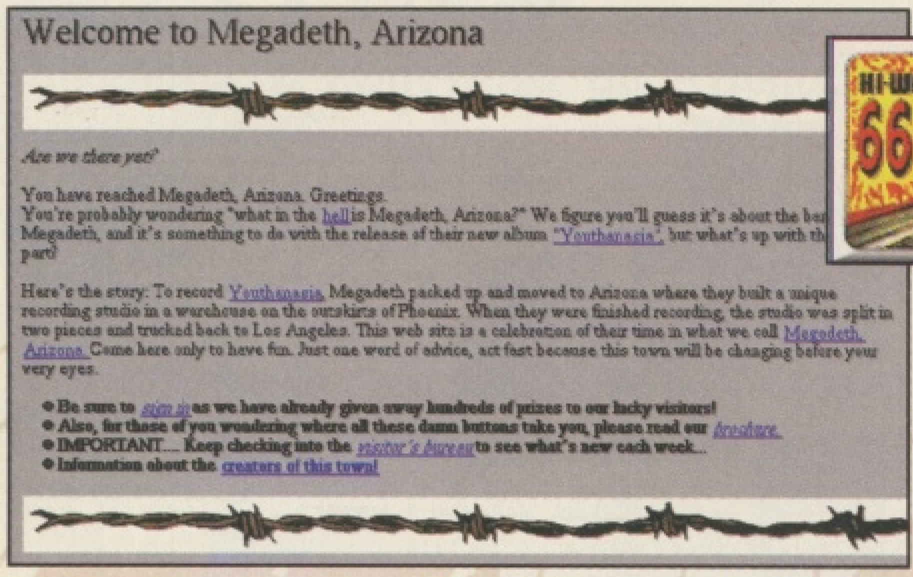
**Three letter acronyms are very popular on the World Wide Web. One of these that you will find very useful in your travels is FTP, or File Transfer Protocol. Any addresses that have the phrase FTP are university computer systems stuffed to the gills with freely downloadable software. There are millions of files available from FTP sites, from sound samples and graphics, to complete games and novels in hypertext format. It does take a little longer to download software from the Internet as it would from a regular board, but what you lose in speed you make up for in choice.**




▲ Barclays Bank are just one bank that offers on-line services to its customers. Maybe soon those snaking queues in the bank at lunchtime will be a thing of the past!

## Here's Some Jargon Clarified

**AMINET:** The home of the ultimate Amiga software library. It is free to use, and there are 'mirrors' or copies of the site the world over.
**AMITCP:** The Internet is held together with a protocol called TCP/IP and this is the suite of Amiga programs which implement it. Needed for dealing with direct access to Internet via companies such as Demon.
**FTP:** File Transfer Protocol/Program: the standard method for copying files and data across the Internet.
**INTERNET:** The world-wide 'network of networks' which links many thousands of computers with high speed links. By tapping into it via modem, you can send E-mail, get free software and play games. Why not read the rest of this feature, that's what it's about!
**IRC:** Internet Relay Chat: a real time method for chatting to other users. Join a channel such as '#amiga' and you can chat with other Amiga users the world over.
**MODEM:** The hardware that connects your Amiga's serial port to the telephone network. From here you can call into the Internet, and from there the world's your virtual oyster. Remember: you need to pay for the telephone call from your Amiga to the provider.
**TCP/IP SOFTWARE:** Internet software interfaces.
**TELNET:** program used to log into remote computers across the Internet.
**WORLD WIDE WEB:** The collection of Hypertext pages (pages with point and click links) which are linked via the Internet.
**USENET:** Collective term for the thousands of Newsgroups used for public discussion.

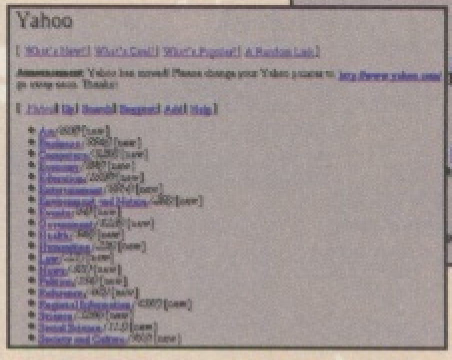




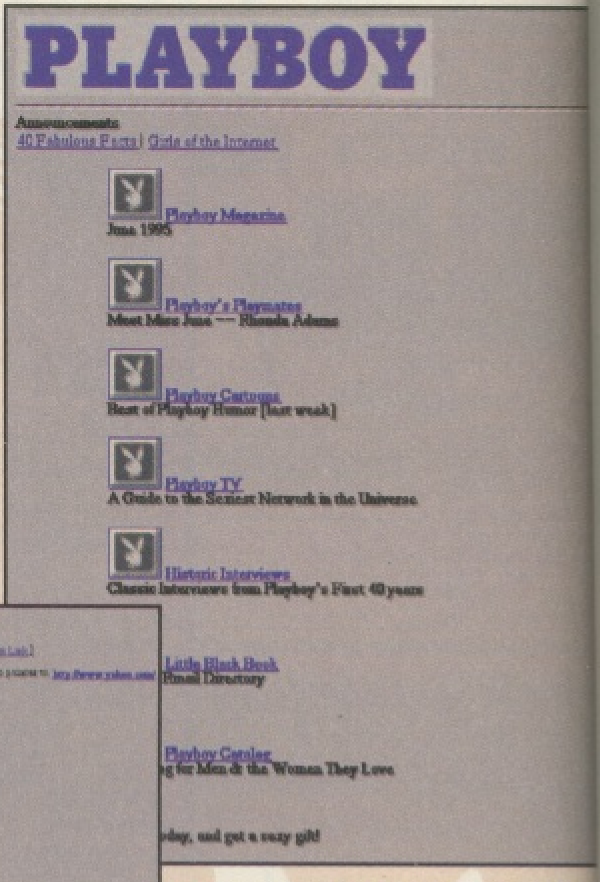





▲ Many successful pop groups are on the Internet. Megadeth are there! Fan clubs have taken on a whole new dimension, as you can now download pictures, information and even music samples from new releases.




▲ Yahoo is a Web site you should definitely check out. With its links to hundreds of other diverse and interesting Web sites it's a goldmine!




▲ The acceptable face of Internet sauciness can b accessed from the Playboy pages. The Internet mirrors many other mediums, covering everything from kids stuff to top-shelf 'adult interests'.

# Places to go

**Now you're up and running, here's a selection of Web sites to cut your teeth on.**

Many The first couple of times you visit the Internet, you'll probably find it quite a daunting affair. That's why we've pieced together the following smattering of interesting locations on the Internet, to give you a good starting position. Of course this is just a tiny selection of the thousands that are available, but from these you'll find links to many other diverse locations.

## Yahoo

Yahoo is a goldmine of Web links. From here you can jump to any of a growing number of sites, covering a diverse range of topics. Call the Yahoo Web site on http://www.yahoo.com. Not only is this site updated all the time to include all new sites as they appear, but it is also completely hyperlinked – as soon as you come across an entry that interests you, clicking on it will take you straight there, with a minimum of fuss.

**Other Useful WWW Site Addresses:**

**Useless WWW Pages:**
**http://www.primus.com/staff/paulp/useless.html**

**What's hot:**
**http://kzsu.standford.edu/uwi/reviews.html**

**The BBC:**
**http://www.bbcnc.org.uk**

## Cool Site Of The Day

Once you're on the Yahoo board, one place you will definitely want to visit is the Cool Site Of The Day. This service is changed daily, and offers a direct link to whatever the Yahoo Brothers deem to be a 'cool' site. You are never given any clue as to what it is going to be, but it's always going to be wacky, or just plain strange. One recent example was a site that detailed everything you could want to know about squid, from breeding and owning one, right through to the best way to cook one!

## Worst Of The Web

The opposite of the above is just as interesting, and there are plenty 'Worst Of' sites around, but the best one has to be Mursky's Worst Of The Web (via Yahoo – see left), which features cutting editorial links to the strangest and most pointless web sites there are. One man has decided to log the sounds he hears coming from the apartment above his own, and it doesn't make for the most rivetting read in the world. Another, called The Big Red Useless Button, links to a page that features a large red button that, when clicked, does absolutely nothing. We're not really sure if this is the kind of thing you would like to use to run up your phone bill, but there is some real comedy to be found on these pages.

**Further Reading**

**For more information, check out the new book 'UK Comms' from Bruce Smith Books Ltd. Written by CU Amiga Magazine contributors Darren Irvine and John Kennedy it contains lots of essential Internet facts and should be in the bookshops by the time you read this. Call BSB on 01923 894355.**

## Arizona

If a prize could be given for most attractive Web site, it would have to go, hands down to Megadeth Arizona. Whether you like the band or not, this is a fine example of just how a web site should be put together. It's a 'meet and greet' site, that gives everyone the chance to see how Megadeth's recent album was pieced together. You can join in live chat sessions with the band and other fans and send digital postcards to friends on the net. It looks fantastic, is very easy to move through and has a lot of fun things in there.

## The OJ Files

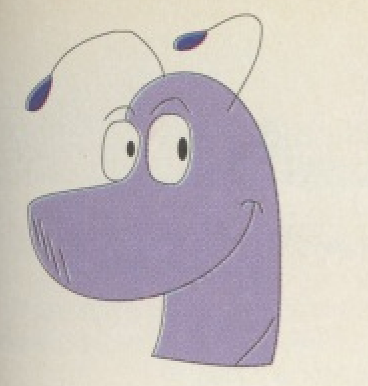
As you will come to find out as you work through the Internet, a large proportion of it is currently based in the US, and so one of the most popular Web sites around has to be the extremely professional OJ Simpson site (see Usenet for plenty of OJ stuff), which documents all the happenings in the OJ trials each day, has a full background on the story, photos, profiles of everyone involved and an extremely lively conference forum where the general public get a chance to decide for themselves whether OJ is innocent or not. A little morbid, perhaps, but still fascinating.

## In Conclusion

The Internet is far too large a place to ever give a fair indication of on these seven pages. Indeed, if you've seen any of the Internet Yellow Page directories, you'll see that those 600 page plus publications are the only real way to find out exactly what there is to see. These sites should serve as a fair starting point, however, and the Yahoo site will take you through the four corners of the .net with no trouble at all. Basically, jump in and help yourself! ■

**Contacts Box:**

**Delphi tel: 0171 7577080**
**Almac tel: 01324 666336**
**Demon tel: 0181 371 1234**



# Double Dealing from HiSoft!

*Exclusive Hot News*

Following a lengthy investigation, we have discovered irrefutable evidence that Amiga publisher HiSoft is engaged in double-dealing. Although the company is known for top-selling titles such as Devpac 3, Megalosound and Squirrel SCSI, it now seems that HiSoft is prepared to offer a number of these professional packages bundled together at prices that can only be described as suspicious.

Our reporter gained an exclusive interview with David Link, of HiSoft, who made this outrageous claim: *"We have been supporting the Amiga community for 10 years now with a range of software and hardware packages. As a thankyou to all the loyal supporters of this amazing computer, we decided to make some very special 'birthday' offers to readers of this magazine."*. Double-talk? We'll leave you, the reader, to judge …

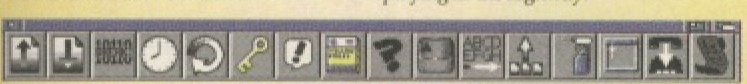
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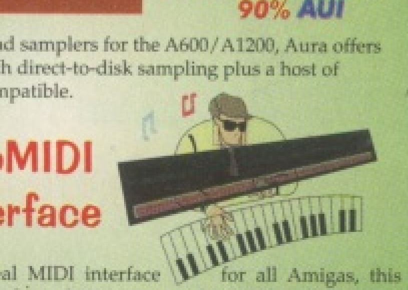
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*Amiga Format 93% CU Amiga 94% Amiga Shopper 95%*

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, we have some great value devices…

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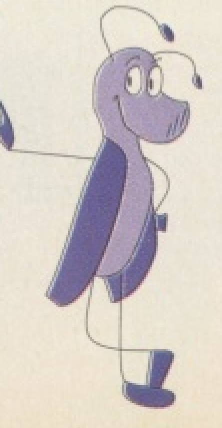
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To order any of the special DoubleDeals shown on this page (or any other HiSoft product, see the list opposite) - just call us, free of charge, on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days (£4 P&P) or, for only £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: call or fax to confirm pricing and postage costs.
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# ScreenScene

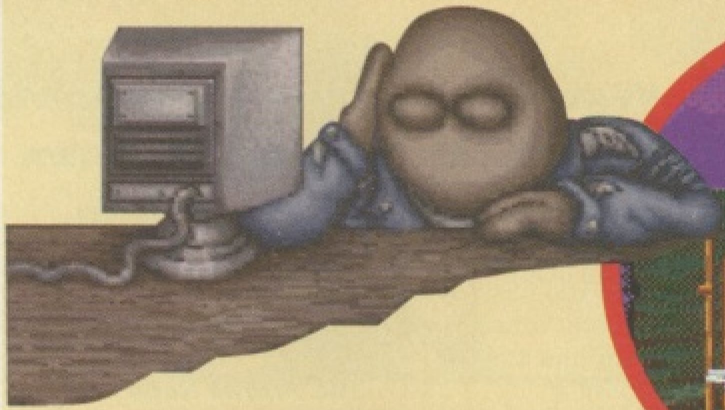


**I'm pleased to see that ScreenScene this month is almost as big as the July 1994 issue's. We've got six great previews of the games you can expect to see in the coming months and the second part of our Work In Progress of Primal Rage, the latest coin-op conversion to be handled by past masters Probe. In the reviews section ViroCop, from Graftgold, is an office fave.**

**You won't have bought the magazine this month without noticing our first full game on the cover disk. Forget PD games or re-releases, we secured this full NEW title from Team 17 to keep you happy.**

**And so to the Amiga Technologies GmbH relaunch. At the moment most software houses aren't even aware of it. We'll make sure they are and that's a promise!**

**Alan Dykes.**





## PREVIEWS



## REVIEWS



## PLAYERS GUIDES





# Primal Rage

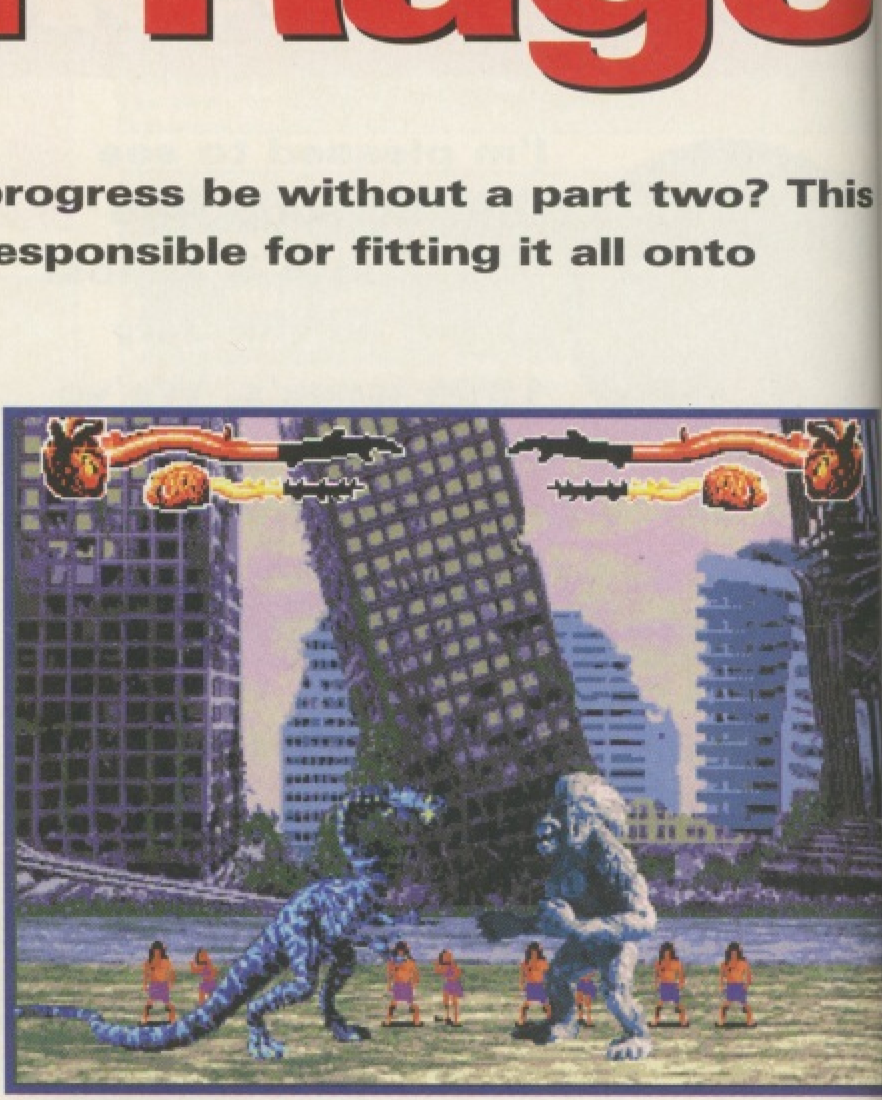
PART 2

**What use would a work in progress be without a part two? This month we talk to the man responsible for fitting it all onto Amiga, Richard Costello.**

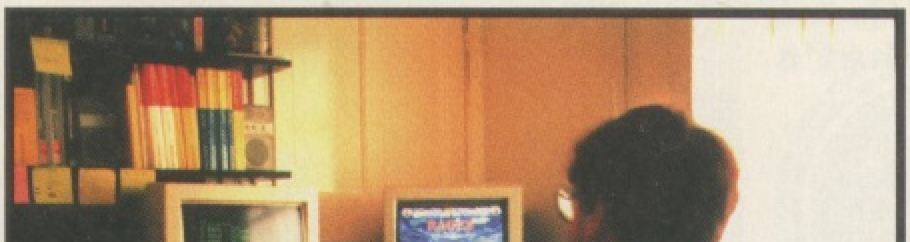
Donnington motor racing track is one of the last places you would expect to see an extinct monster, but one appeared there on a bright Tuesday morning in the middle of May 1995. I had journeyed to Nottingham with Probe product manager Robert O'Farrell to meet *Primal Rage* re-programmer Richard Costello and said monster was parked outside his house. It's a car, it's called a Lancia Delta Integrale and although it's no longer made, it's world famous for its four wheel drive rally exploits. And if *Primal Rage* plays as fast and as smoothly as the totally loony Costello drove us around Donnington after this interview then I'll be very impressed.

**AD: How long have you been working with the Amiga?**
**RC:** I've been working with it for about seven years now. My background initially was at Gremlin Graphics, where I produced *Gauntlet 2, Hot Rod* and other mainly coin-op conversions. I have also done Golden Axe, *MK1* and *2* Amiga for Probe and finally here we are now, with *Primal Rage*.

**AD: The *Primal Rage* coin-op was the most memory intensive ever produced, do you find the challenge of completely re-writing the code much more difficult than in previous games?**
**RC:** So far, no. But then the hard work has yet to come! You're stuck at the end of the day with a 1Mb machine and you've got to fit everything into that. You can only put so much time into designing compression routines because to compress the lot would be impossible and the more you have, the slower the game. So it's really a process of talking to the producer and seeing how many corners you can cut.



**AD: Does having to develop the game for original 500s with only 512k chip RAM and the other 512k added on limit you? Wouldn't it be easier to do the conversion for full 1Mb machines, from the A500+ onwards.**
**RC:** As it happens *Primal Rage* doesn't actually need 1Mb of chip RAM, because the sprites and everything else are compressed and you've got to actually decompress them with the 68000 as you print them anyway and you can't use the custom hardware of the Amiga to do that. The only thing you actually use the chip RAM for is for temporary buffers, things like the screen. Even the sound can sit outside of chip RAM and be copied in as it's required. The biggest problem is panel space because *Primal Rage* has a very big panel by comparison with *MK2*, and even though there is a lot less digitised speech which may have sat in chip RAM previously, the larger program is squeezing into this space and this could become a problem in the future. This panel also effects processing time, slowing things down considerably. However because the graphics are in eight colour instead of 12 colour as in MK2, there is less data to manipulate and this will help.



▲ And hey presto, Amiga Primal Rage appears on screen, courtesy of Richard's A500. The PC is for assembly.



**AD: Has working with eight colours been a disadvantage?**
**RC:** Not really. Drawing the components is actually faster because you are using less data and as far as the look of the graphics go, the reason why we couldn't do it the same way we did *MK2* was because in that game four colours were shared between the two fighters and obviously if you have got two human beings they've got skin tones, so it's easy to do that. But with dinosaurs, as in *Primal Rage*, they 're all different colours, all blues for one, all reds for another, so they've got to have individual palettes. Because they are more or less one colour, Vertigo for instance is mainly blue, seven shades of blue and transparent looks quite nice.





▲ Richard Costello, left, Primal Rage re-programmer and fast car driver. The big guy is Robert O'Farrell, Product Manager.

**AD: Last month James Stewart told us that the Amiga version was based heavily on the Genesis version, what original features and changes will you make?**
**RC:** Basically the processor in the Genesis is the same as the Amiga so any logic code can be transferred directly. My job is to do what you can see on screen – sprite routines, audio routines, disk access etc, etc. Coming back to the disk access, that is one of the major stumbling blocks, and the main reason why I can't just drop the Genesis logic in. Obviously with a console, the cartridge is all memory so everything is accessible all the time. In the Amiga you've got 1Mb of RAM, which is three or four times smaller than a Genesis cartridge and everything is on floppy disk.

As an example, on the cartridge there is a separate file for each of the characters and one large projectile file. As projectiles are used the cartridge enables this file to be accessed. With my version I have had to cut down this projectile file and put an individual one with each of the fighters and that will increase my character set size.

**AD: How many disks will you manage to get all of this onto?**
**RC:** Three. I think.
**ROF:** Yes, three.
**RC:** You've only got seven characters in *Primal Rage* but they're much larger than the ones I worked on for *MK2*. However because of disk limitations you're still stuck with about 230 or 240k per character, which is a pretty paltry amount when you consider that in the original planning of *Primal Rage* for the Genesis they were talking about 1Mb characters, which is the whole of the Amiga's memory (at this point Richard laughs maniacally). It's rather a problem. However, because we're using eight colours the graphics are about 20 to 30 percent smaller than the console version so that starts us off in good stead.

**AD: Because of this memory restriction, is there going to be any limitation on the moves each character can execute? Will they be the same as the arcade version?**
**ROF:** We're not looking at reducing the amount of moves, and can't forsee doing so.

**AD: Richard, how does that affect you? There are some complicated moves and animations to deal with.**
**RC:** You've basically got two options. You can increase compression and you can remove frames. You start off by making the compression as tight as you can to still enable a decent update on screen, and at this very moment that's what I'm doing. I've created a couple of character sets and the guy who's writing the compression will take over and try to compress them to the smallest size possible within the speed restraints. I'll then take the resultant files and work with the artist to see if we can take out any further animations and still maintain continuity. In the end, if we haven't got what we want we'll have to look at removing sequences, which is the most efficient way of reducing file size.
**ROF:** We've got to be careful not to remove sequences or moves from *Primal* because a lot of them interact with each other, and we won't get away with removing them willy nilly to save space. We are loath to do this.




**AD: You're working with an A500, which is the lowest common denominator. What does this mean in terms of what's available for higher spec Amigas?**
**RC:** In fact I'm working on slightly different versions for each extra bit of memory available. They are not completely different versions in terms of them being different programs or anything, but if the extra memory is there I'm going to use it because it removes things like disk swopping, makes it look a bit prettier in places, and will definitely make it faster, less jerky.

**AD: What about hard drive installation?**
**RC:** To be honest there hasn't been any software written to date which reliably accesses Amiga hard drives, so really this is not the kind of game you can do on a hard drive. Which is a shame, because it would be really useful. But then how many Amiga users have a hard drive?

**AD: I think a lot of them have, and it would be nice to have more software with an install option. But working with hard drives does mean that you need buffer space in RAM.**
**RC:** I was having this discussion with someone else, and to use MK2 as an example, I figured that I only had 48 bytes of memory left out of 1Mb, and where do you put machine code stack? It goes down towards the vectors, and if it gets any smaller then the game is going to crash.

**AD: Ahem, very technical. I'll leave this up to you. When do you expect to finish?**
**RC:** Well, all we're waiting for now is the Genesis code. I've gone as far as possible without this, but it will be finished by the end of May and once it has been bug tested I can drop it into my version and start modifying it. This process will take about a month or so, so we're looking at the beginning of July if all goes well.

**AD: So everything's on schedule then?**
**ROF:** Yes. Because of the way the game is being converted we are able to check it at all stages and thus when we start testing the finished product, before handing it to Time Warner, most of the hard work and problems have already been sorted out along the way and in the Genesis version.

There's still some way to go, but the screenshots you see here are from the eight colour Amiga version and it looks impressive. Next month we should be able to see and have a bash at a fully working version and find out more about just how many moves the characters have and what they're like. ■
**Alan Dykes**

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AMIGANUTS would like to apologise to the following people who have waited a long time for their disks. This has been due to the change in ownership and, by the time you read this, you should already have your disks

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I was amazed at the news that AMOS is being discontinued. Well, Europress may think that AMOS and the Amiga are dead, but Amiganuts definitely do not!!! We believe that there are plenty of AMOS users out there who would like the chance to work with others world wide. The Amiganuts AMOS user group is all about AMOS users working together. It costs £10.00 to join, but you get a lot in return. You will recieve monthly newsletters, AMOS disks from the Amiganuts library at a greatly reduced rate, but most of all we will be providing a pen pal type of business, where if you have a problem, and we are unable to help, we will send it to another member who may be able to help. If you would like to join, please send a £10.00 cheque or postal order made payable to AMIGANUTS, 10 Hartington Road, Northan, Southampton SO14 0EY You will then recieve your first newsletter. Please enclose a letter stating your strong points on AMOS and we will then be able to catalogue you in our help section.
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# Star Crusader

**A1200/CD32 ■ Due for release: July 1995 ■ Publisher: Gametek © 01753 553445**

A long, long time ago in a galaxy not a million miles away from Chris Roberts a 3D, first person perspective space flight sim did the same for arcade flight shoot 'em ups as what *Doom* is now doing to the land based shoot 'em up. It was released on Amiga and played well enough on high end machines, but was a bit treacley on standard A500s and other non-AGA machines. Unfortunately although there have been many follow ups and rivals on the PC (most notably *X-Wing*) there have been few on Amiga.

Enter *Star Crusader* which is being converted to the Amiga by a company called Human Soft. It's very similar in concept to *Wing Commander*





except it's even more of an all encompassing strategy game, allowing you to fly combat missions for either of the main protagonists in a stellar battle for supremacy. There will be a choice of eleven different ships to fly and 100 different missions.

The in-flight combat perspective remains similar to WC but the graphics are much more detailed, with full advantage taken of the AGA chipset, with improved clarity and depth. The most modern aspect of the game though is its use of 3D rendered characters in the cut scenes and between missions. Fighting is made more interesting too by the inclusion of combat in asteroid fields.

Rather than just taking on the enemy in a series of battles, you have specific strategic objectives



to reach and progress is mapped out as you go along. To round things off there should be an action replay and mission rewind function included so that you can re-live those moments of enemy ship destruction.

If the game looks as good as the preview screens we've seen and plays as fast, or nearly as fast as the PC version then we could be on to a winner. Watch this space for a review. ■

**Martin Davies**

# Wheelspin

**All Amigas ■ Due for Release: July 1995 ■ Publisher: Black Legend © 01438 840003**

If imitation is the sincerest form of flattery then Acid software can take pleasure if not money from Italian programmers Floating Point effort. That is if some its jolly antipodean crew could get a car around the track without running off it into a no-man's land that looks smooth as a baby's behind but is lumpier than bio-yoghurt when you drive into it. Ten seconds of frustration and backwards-forwards jiggling later brings you back onto the track. And if Acid software were still playing at this point I'd say they were drunk (which is not altogether improbable).

Once on the track everything is much better, the car moves well, corners well, reacts to bumps well and collisions are smashing fun (and yes, pun watchers, I did intend this one) with all manner of vehicular catapulting japes resulting from contact. The tracks, like the backgrounds are rendered affairs and suffer from having lots of nice textures, but not enough features. This makes it difficult to judge where dangerous undulations lie and the result is often a session in the bio-yoghurt.







*Wheelspin* is a one or two player game where you can control one of a variety of vehicles; road racers, drag cars or overlanders in a race against four other competitors. You have a choice of invented international driving stars to man your vehicle too, and in this respect it's a bit like *Streetfighter 2* meets *Super Skidmarks* as the choice of road warrior effects the performance of your car, with each one having different abilities.

There is the requisite shop for upgrading engines, tyres and running gear and the terrain varies from show to hills to deserts.

If I sounded a tad critical at the start it's just that the work in progress version I tested is just that, very much an unfinished product. Lurking beneath this ultra smooth but fairly featureless exterior is a good game engine that could carry *Wheelspin* far if enough attention is paid to getting the look and playability right. We'll have to wait and see. We should have a review over the next few months. ■

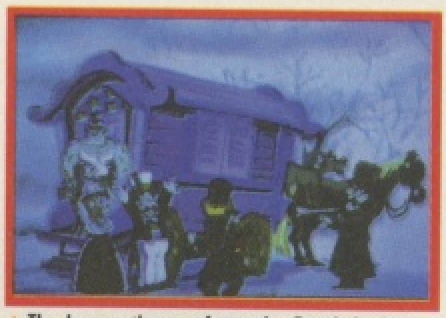
**Martin Davies**

# Big Red Adventure

- A1200/CD32
- Due for Release: Summer 1995
- Publisher: Core Design © 01332 297797

Core design are another company who made a final decision not to produce anything else on Amiga, only to return a couple of months later with another Amiga game. Don't get me wrong, I'm not complaining about software houses producing games, I just wish they would stop telling everyone that the market is dead in the first place.

*Big Red Adventure* has been available on PC for some time now and was well received on that format. Because it is a direct port it will remain almost exactly the same as this version and no attempt is being made to reduce the amount of colours, thus it will not be available to non-AGA machine users. Set in post communist Russia Big Red is a point and click adventure all about the adventures of three odd characters who get caught up in a sinister plot to return capitalist modern Russia to its previous state – the Soviet Union.



▲ The democratic way of restoring Russia back to its Communist state.

The game is divided up into four sections, the first three of which involve controlling one of the characters, while the fourth enables you to switch between them. Each character's actions and abilities are defined by their personality; the woman is a red headed femme fatale (known coincidentally as Donna Fatale, and not a million miles away in terms of looks from our April cover cartoon), the nerd is a computer buff while the funniest character is the beaten up Italian boxer with the big chin and the tiny brain.

Because it is a direct port *Big Red Adventure* is fairly close to completion and is due for release in June. With Warner Interactive's *Flight Of The Amazon Queen* also due for release that month it looks as though graphic adventure fans are in for a big treat this summer. ■

**Martin Davies**



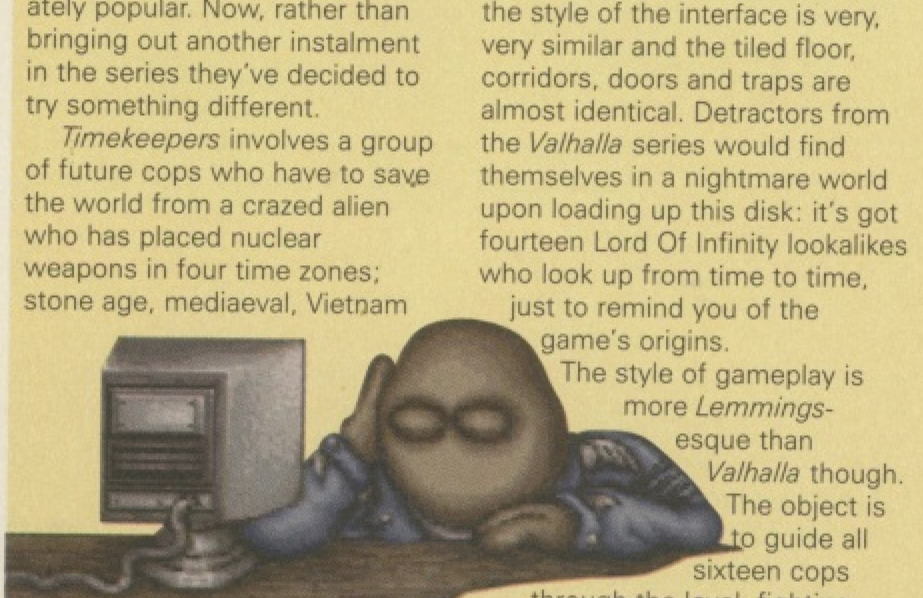
▲ Quite a nice four poster bed. Fancy testing it out love?

# Timekeepers

- All Amigas
- Due for Release: May/June 1995
- Publisher: Vulcan © 01705 670269

Vulcan's joystick operated *Valhalla* series, with speech (rather annoying and high pitched in the first one) and difficult puzzles was moderately popular. Now, rather than bringing out another instalment in the series they've decided to try something different.

*Timekeepers* involves a group of future cops who have to save the world from a crazed alien who has placed nuclear weapons in four time zones; stone age, mediaeval, Vietnam and space. The demo version we looked at, set in the mediaeval land, hit me with a sudden sense of deja vu. Surely this is *Valhalla* from a high altitude bird's eye perspective? The palette used and the style of the interface is very, very similar and the tiled floor, corridors, doors and traps are almost identical. Detractors from the *Valhalla* series would find themselves in a nightmare world upon loading up this disk: it's got fourteen Lord Of Infinity lookalikes who look up from time to time, just to remind you of the game's origins.



The style of gameplay is more *Lemmings*-esque than *Valhalla* though. The object is to guide all sixteen cops through the level, fighting guardians, opening doors, extending bridges and solving complex routing problems. Inevitably you'll lose some of the men along the way, but if there are too many casualties you may not be able to defuse the bomb at the end.

In order to get the cops to do something you need to give them instructions. This is done by picking what you want to do from an icon bar at the bottom of the screen and then placing an instruction on a tile in front of the cop you want to carry it out. To send him in a certain direction you simply place a directional arrow and he will go as far as possible in the direction chosen. Getting anywhere successfully involves planning the route in advance and you can scroll the screen upwards to plot your course of action and then place icons at strategic points.



▲ Despite looking like Valhalla, TimeKeepers promises to be more puzzle orientated.

Although this level does look like *Valhalla* the other levels should provide welcome variety and the game is certainly more accessible and puzzle orientated than the *Valhalla* series. It is due to be released in June as a budget-priced title, with a total of sixteen levels (four for each land). We'll have a full review next month. ■

**Martin Davies**

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# PowerHouse

**■ A1200 ■ Due for release: Summer 1995 ■ Publisher: Impressions ✆ 0171 372 7435**

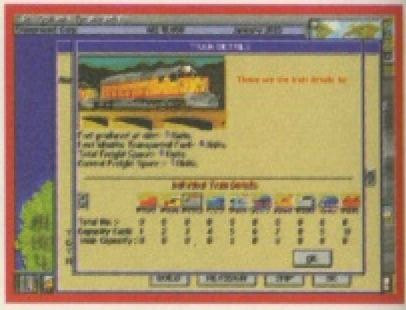
Fancy a spell at the top of a large utility corporation? Fancy awarding yourself massive pay rises, but not having to face a large pool of small investors at the AGM who accuse you of being a useless, money grabbing git and want to get rid of you? Then *PowerHouse* could be the game for you.

Having leap frogged through the ages in the last few months from feudal England and Wales to Mediaeval shipping commerce to modern bunged up, transfer fee dominated football, Impressions have decided to have a go at the future in a sim orientated global greed extravaganza. You get to play a rampant capitalist trying to make the most money and create the highest consumption of power possible without wrecking the ecosystem of our planet. And if you manage to do that you will be one step ahead of reality (OK, enough of that political stuff, get on with it – Ed).

The scenario is that you are in competition with three other megalomaniacs to create the most wealth and a high share price by exploring the planet and selecting the best means of providing power to each part. You can use unrenewable (not in the next 10-20 million years at any rate) fossil fuels or elect to use nuclear power, hydro electric or wind generation, or a host of others. Negotiation for rights to extract fossil fuels, or set up power stations with various governments adds to the reality.

Like most current PC ports *PowerHouse* will only be available for A1200 and A4000, but the advantages that AGA graphics give it are immense. This game looks like equalling or bettering the graphic quality achieved with *Sim City 2000* though depending on how many animations and special features remain in the Amiga version it also runs the risk of being slow. However Impressions are still confident of making it acceptable on a base level A1200. We'll see. ■

**Martin Davies**







# Gloom

**■ A1200/A4000 ■ Due for release: May/June 1995**
**■ Publisher: Black Magic ✆ 01302 890 000**

**They said it couldn't be done but they were wrong. Do you ever wonder who these mysterious 'theys' are? They're everywhere, they say everything and it's usually a load of old tosh too. If there were a few less 'theys' in this world it would be much nicer place for the rest of us, I reckon. But you know what they say about people who complain ...**

***Gloom* is anything but gloomy. When it first arrived into the office it immediately went to the top of the 'must see and talk about list'. 'Cor, that's better than *Fears*' was the analysis of one young CU Amigan, another claimed 'it's better than *Doom*', but we sent them to the shop to get some sense. He had a point though, for something the critics claimed was not possible, *Gloom* is much more than a passable attempt at recreating the atmosphere of the game that has taken the PC and console world by storm. In fact *Gloom* and *Fears* have, between them, caused a minor stir in the pants of various software house moguls as pound signs ching-chinged their way onto their eyeballs and sphincter control was temporarily lost at the thought of hundreds of thousands of Amiga games sales.**

***Gloom* is the brainchild of the bleach-haired Acid programmer Mark Sibly, whose programming wizardry has already given us *Blitz Basic*, two superb *Skidmarks* and a vector game called *Guardian*, which some of you might remember was pretty spectacular.**

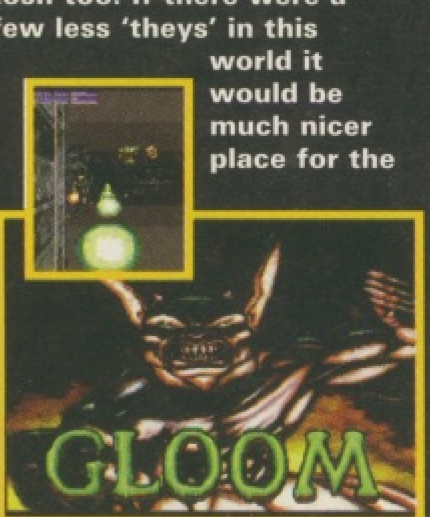
**The game is essentially very similar to *Doom* in everything but name (actually, forget I said that, it's really very similar in name too) and to allow playability to rule you can adjust the screen resolution and size to suit your machine, although it runs fine in full screen mode on a standard A1200. Even in low-res the graphics are more than acceptable, unless you are perched right up against the screen.**

**There are two play modes, Messy and Meaty, which govern the amount of gore you are likely to see, and that is a lot. The big difference between modes it that in Meaty the gore remains where has been spilled, even if the little blood spots on your screen become annoying after a while. There are weapon power-ups, doors and lots and lots of enemies to spice up the levels too. Watch out *Fears* and *AB3D*, *Gloom* could steal the show. ■**

**Martin Davies**





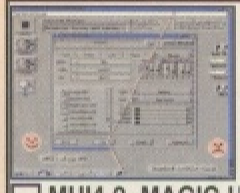



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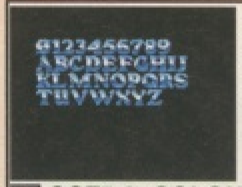
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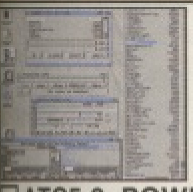

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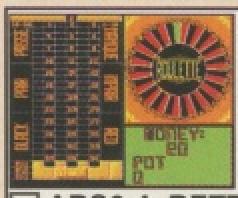


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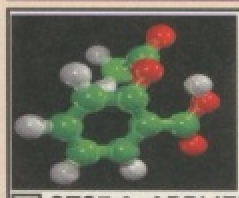


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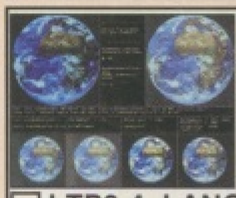
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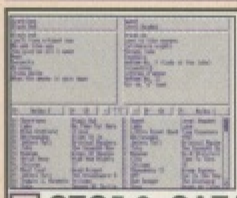
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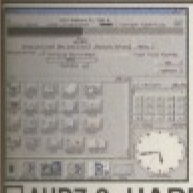
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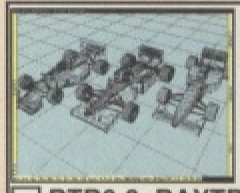
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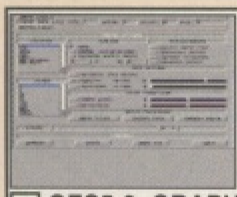
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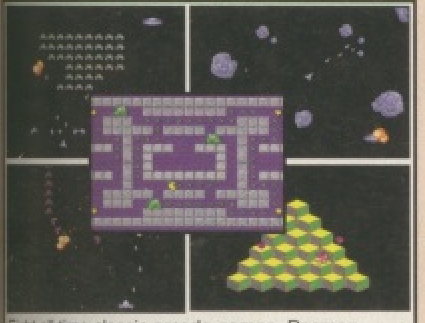
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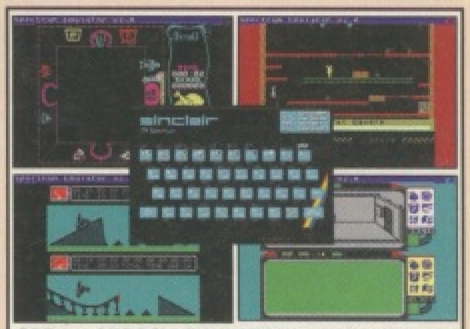
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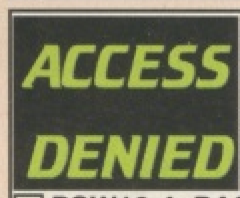

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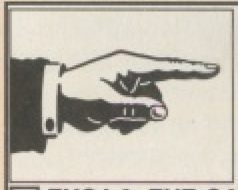
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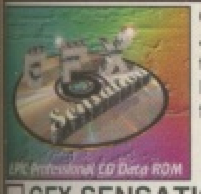
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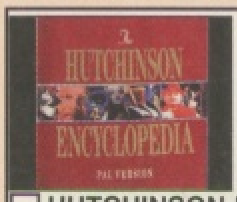
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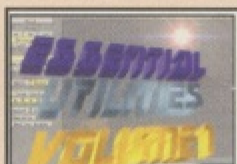
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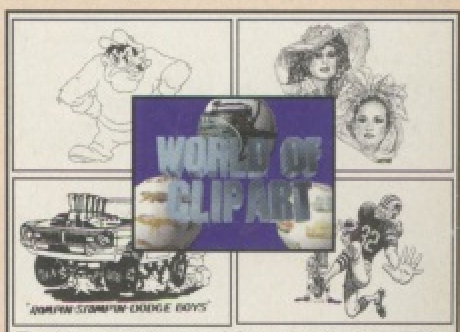
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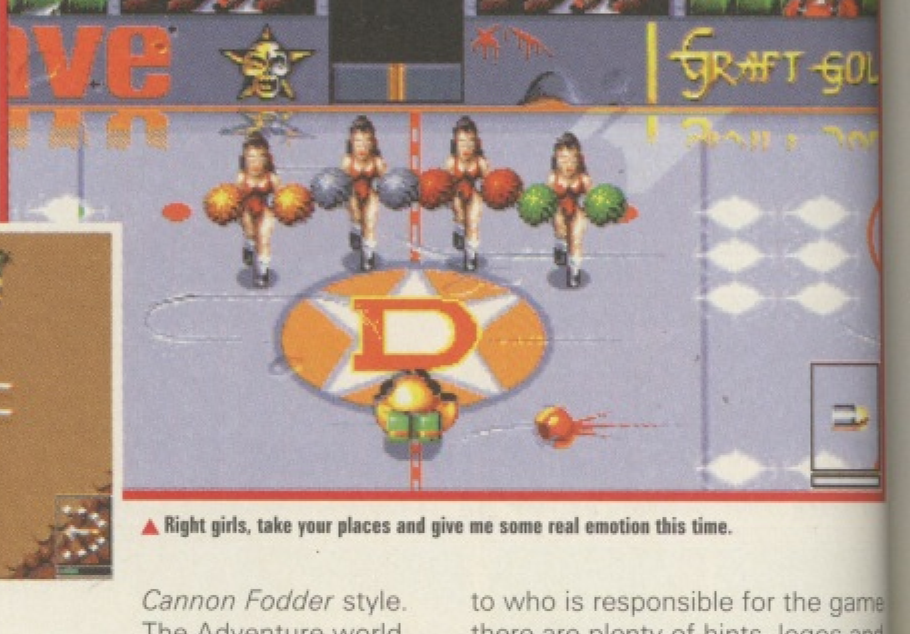
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# ViroCop

■ Price: £34.99 ■ Publisher: Warner Interactive Entertainment © 0171 391 4300

**Viruses eh? Bad news. They mess up your body, they mess up your mind, they mess up your computer, they mess up your pool table ... er, pardon? Read on ...**



▲ Right girls, take your places and give me some real emotion this time.



▲ Shooting from the hip has never been so much fun.

An antibody. What a terrible name for something which is actually rather useful. I used to read horror novels and I definitely saw horror movies long before biology arrived on my school curriculum and thus spent a sizable part of my youth thinking that an antibody was like an Antichrist, only worse. It stands to reason: If it's anti-your-body, it's gonna kill you, right? Horribly. A quick cuff on the back of the head by my Biology master (a priest, would you believe) soon cured me of this delusion in no uncertain terms.

The hero of this game is a sort of antibody. A mechanised, armed, robot antibody, called DAVE or the Digital Armed Virus Exterminator. And the storyline is short but sweet: Viruses (who look like green Jabba The Huts) have inhabited a virtual games theme park called GameDisk and DAVE is sent in to sort them out. The gameworld is split into several zones some of which pay homage to an awful lot of popular games from the past.

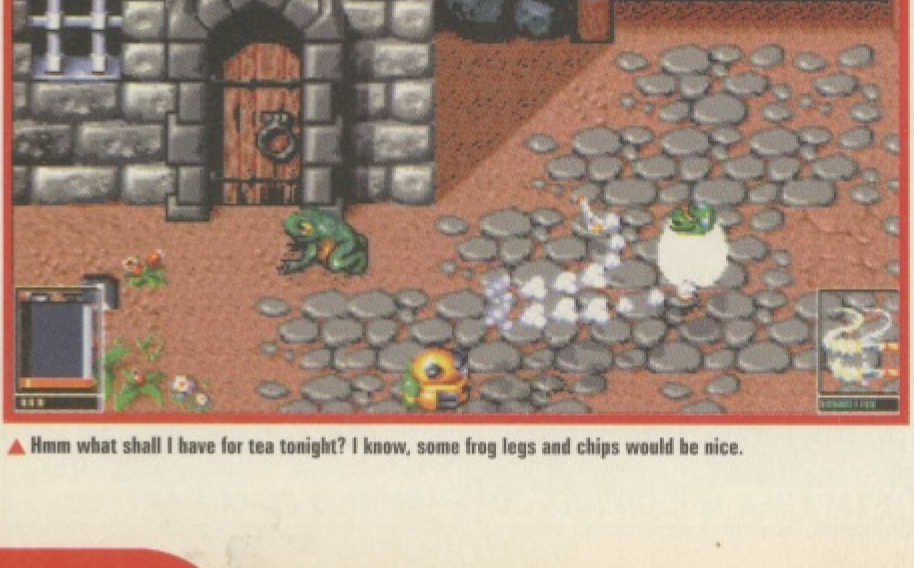
## Wonderful worlds

You start off in the sports world which is filled with American football gridirons, pool tables, baseball parks and bouncing footballs. You then move into a platform world called the urban jungle, where you have to climb terraces, speed around the roofs of houses and cross platforms. The next level is the gods level, where everything is in miniature, except the viruses and DAVE. Here tiny troops attempt to stop you, but inevitably end up dying horribly in *Cannon Fodder* style.

The Adventure world, known as Crusader is filled with swamps, castles, ghouls and knights while the final world, Silicon Valley is right in the depths of the computer that controls GameDisk and the surroundings are circuit board, chip and transistor orientated.

The type of enemy varies widely throughout these levels, from pool balls, American footballers, Scalextrix F1 cars and kids on space hoppers in the sports world to microchips and guided missile turrets in Silicon Valley. As mentioned earlier some of the levels and creatures pay homage to the past: there are whirlwinds which turn into demons (like *Ghouls 'N' Ghosts*) and the adventure level has swamps filled with frogs reminiscent of *Chaos Engine*.

*ViroCop* has been produced by Graftgold, with the magic hands of Andy Braybrook, Iain Wallington and Steve Turner at the keyboard and this pedigree and quality shows. Everything is smooth, from near perfect sprite detection to a fast, economic and intelligent loading routine – which means that it's a pleasure to play from disk. But just in case, it's hard disk installable. (Praise be! A platform game that's hard disk installable. There is a god.) Also, just in case you've any doubts as to who is responsible for the game there are plenty of hints, logos and famous characters from past ventures on the background scenery.



▲ Hmm what shall I have for tea tonight? I know, some frog legs and chips would be nice.

## Weapons

DAVE has three weapons slots which, at the beginning, are filled with a single shot gun, a grenade launcher and a mine layer. These can be added to by picking up icons that provide you with a range of weapons including a multi-direction, multi-shot gun, a smart bomb which causes damage to anything and everything on screen, an invincibility shield and destructor drones.

Throughout each level you can pick up and store power icons that allow you to shop in between levels. The 'shop' is like a printed circuit board with connectors to 12 different weapons. To make a weapon available for use you need to power it up. These weapons include mines, lasers, guns and homing missiles. The

### A500/600

**Yep, there's a non-AGA version on its way, with slightly less colourful graphic treats but probably as much gameplay, if Graftgold are men of their word (and on past record they surely are).**

## Heavy Metal Thunder

**The armoury. DAVE has this chip, right, and it's got 15 weapons on it. But he doesn't have enough power to reach them all. The only way to get them is to collect power pick-ups from terminated enemies, try not to get killed and use the points collected to reach the weapon of your choice, either in one go or in several stages.**

**TWIN HOMING MISSILES** Expensive but deadly babies. Just the job.

**PLASMA SURROUND** Protects DAVE, but not that well really.

**CENTRAL BOX** This figure represents the amount of power icons you've picked up.

**SHORT FLAMER** Weedy version of the real flamer. OK though.

**SINGLE HOMER** Cheaper than the twin and half as effective.

**TWIN BOLT LASER** Reflects off walls. This is interesting.

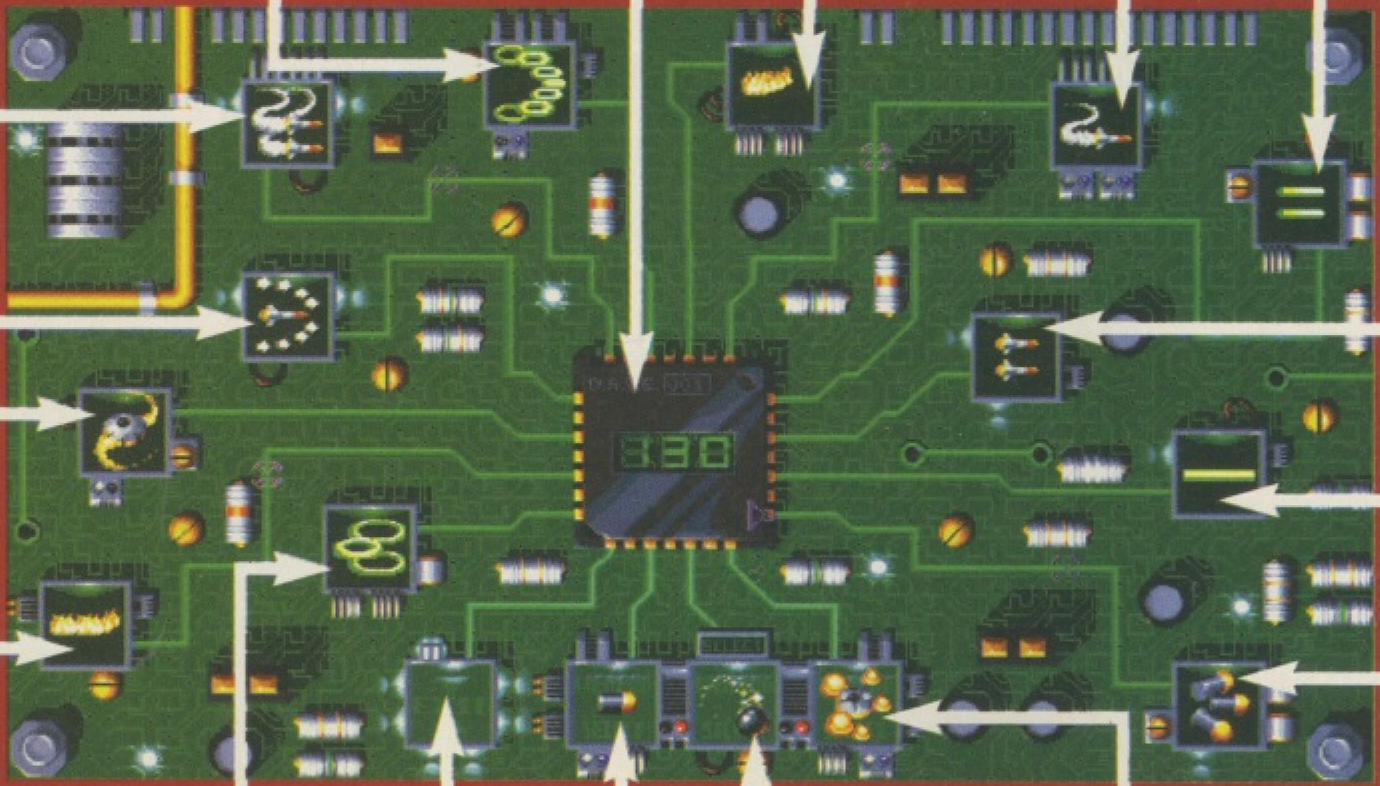
**TWIN MISSILES** An early favourite; however, it only fires a few shots.

**MISSILE SPREAD** A short range 8-way missile cluster launcher.

**STARBURST** Useful mine based weapon. But not that good.

**BEAM LASER** A bit crap. really. Not very exciting at all.

**THREE WAY BULLETS** An old favourite and why the hell not?



**LONG FLAME THROWER** Inexhaustible but very power hungry weapon.

**PLASMA** Cheap and inexhaustible; the first weapon upgrade.

**THE EXIT** When you're finished click here and the game starts.

**THE BULLET** Standard, inexhaustible but weak weapon.

**MORTAR** Useful for targets above eye level and over walls.

**CLUSTER MINE** One of the default weapons. Limited but OK.

more useful the weapon, the more power you need to get it. Once you have more weapons available you can insert them into any of DAVE's three slots, picking the best weapon to deal with a particular situation.

The password system, which is unique to each copy of the game (you won't be able to use another person's level codes), records the level, the amount of lives and the weapons you have available for use. This means that you can go back and pick a more appropriate weapon to deal with an enemy second time around.

## Conclusion

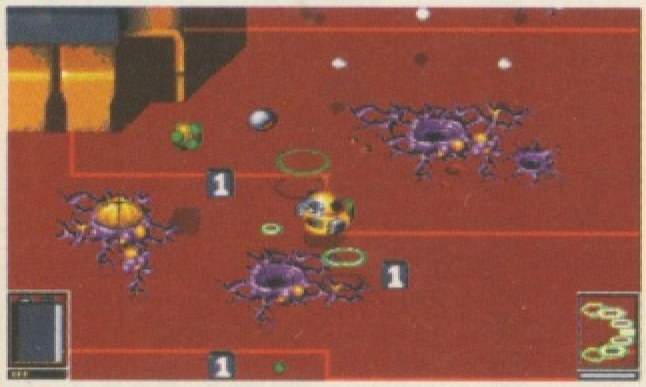
Although it has a two-player mode you still have only one DAVE, with one player controlling his movement and the other controlling his firepower. This system tends to lead to heated arguments when the controller doesn't go in the direction the gunner wants them to. The only other problem is that although Graftgold have gone to great pains to make each world unique, the gameplay doesn't differ that much between them. The platform level isn't significantly different from the regular fare, nor is the shoot 'em up one.

Never fear though, you're unlikely to get bored. *ViroCop* is great fun throughout and the difficulty curve is just about right. Original and not-so original enemy sprites are a joy to behold and you can't help laughing at some of them – until they kill you that is. Progressively getting hold of new weapons and selecting the right ones for the mission on hand means that you never get put off and always return to a level to beat all the bad guys and to collect enough power points to get a really big weapon.

In summing up I have to say that *ViroCop* is a well planned, superbly executed game that gets a bit predictable from time to time, but remains good fun and highly addictive. ■

**Alan Dykes**



▲ Mutants to the left, jokers to the right and poor DAVE's stuck in the middle with you.

### VIROCOP £34.99

A500 A500+ A600 **A1200** A1500 A2000 A3000 **A4000**

| | |
|---|---|
| workbench version | 3.0 |
| number of disks | 3 |
| RAM | 2Mb |
| hard disk installable | yes |

| | |
|---|---|
| graphics | 91% |
| sound | 87% |
| lastability | 90% |
| playability | 88% |

**OVERALL** Fast fun and highly addictive. **88%**

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# Behind the Iron Gate

**■ Price: £24.99 ■ Publisher: Kompart © 01438 840004**

**Yet another Doom contender steps into the ring. Take your places gentlemen.**

It's enough to bring a tear to even R2D2's eye. All his criminal robot mates have been banged up in UIS Facility 6, the world's largest robot detention centre, for some time now. It's home to a range of naughty robots, convicted for crimes ranging from blowing people up to stealing castor oil. Now the robots have turned, a full scale riot is breaking out and you've got to sort it out.

How? Why the usual RPG way of course which involves scrolling around a three dimensional world picking up some heavy duty weaponry and blasting the hell out of those errant robots. But, as in life, it's not that simple really. You've got to find your way around the huge complex, opening up the gates that have so far kept the robots at bay. Opening these gates involves flicking levers and finding keys and sliders to fit the locks.



▲ Here we meet one of the delinquent robots face to, er, metal bit. Sick him with your super power shotgun. Make sure you position the target right on top of him otherwise you'll die quickly.

Once you're through a gate and into a certain section of the huge complex you need to hunt around carefully to see what you can pick up in the way of weapons, bullets, keys, sliders or energy boosters.



▲ You need to activate this bomb before you can exit the level. Better be quick though because it tends to explode giving you little or no chance to get out in time.



▲ Here we see our man is tooled up with lots of heavy duty weaponry.

## Activating action

Once you've worked your way through each section picking off robots as you go, you need to activate any bombs that may be lurking around before you can progress to the next level. Did I say activate bombs? Yes because your boss has decided the best way to make sure that all your robots are dead is to blow the whole place up. This can be a pain as the bombs tend to have a minuscule fuse which leaves you a nanosecond to get to the exit, or worse still it blows just before you get out, leaving you start all over again.

If you do manage to make through the exit, you're into the shop where you can trade in the robots you've killed for some extra weapons. And so you continue until the world is free from nasty varmint robots and law and order is restored.

## A contender for the crown

As *Doom* contenders go, *BTIG* scores and fails on various points. It scores because the 3D graphics are fast and it's involving enough to keep you occupied for quite some time. But it fails when it comes to the control method. There are four control options, which are all different variations of using either a joystick or a mouse to control movement, to pick up and use items.

Alternatively you can use a combination of both the mouse and joystick. This involves using a joystick for movement and the mouse for clicking on items. However, firing at aliens requires some pretty quick hand changing action which can be infuriating. Picking up items is also a bit of challenge. Who would think that a rather large key would take so many attempts to actually pick up? In some cases even though the item is right in front of you,



▲ Most of the game consists of pulling levers like this to release the gateway to the right. There are also keyholes and door switches which have to be activated using the relevant key or slider.

you need to perform some sort of strange ritual two step to actually pick it up – bizarre. The graphics are also quite blocky but RPG fans will agree that the gameplay is normally more important than flash graphics. The low throbbing noise in the background does nothing to add to the game either.

*Behind the Iron Gate* is involving enough but the complicated control method knocks a few points off. ■

**Lisa Collins**



▲ There are lots of pick ups dotted around. Clicking on it with your hand will take whatever is in there. Keys are fairly obvious to spot but can be a nightmare to pick up. Trial and error normally wins.

**BTIG £24.99**

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

| | |
|---|---|
| workbench version | 1.3 |
| number of disks | 2 |
| RAM | 1Mb |
| hard disk installable | no |

| | |
|---|---|
| graphics | 70% |
| sound | 70% |
| lastability | 85% |
| playability | 80% |

**OVERALL**
Fast scrolling RPG marred by messy controls. **75%**



# X-Fighter

■ Price: £25.99 ■ Publisher: Thalion © 0121 449 4464

**A decent beat 'em up upon thine CD32? Surely thou jest! But no, for tis true ...**




▲ Do the locomotion. "Choo, and might I venture, whoo!"



▲ Don't get too close to this thug, or else he'll... oh no... ARRGG!!



▲ Nasty! He distracts you with his hat, and then stabs you! Aieeee!

When the CD32 appeared I rejoiced for a number of reasons. Obviously I had rather hoped that it would become the most popular machine in the world ... but it didn't happen. Though this was most probably due to that crap advert featuring 'Professor Silly Old Sod' ranting on about "so many colours" etc. It takes more than that to keep us down at happy old CU Towers, and the CD32 still offered Amiga users the chance to sample games the likes of which we'd never seen before (er... in theory, that is).

Of course, the reality of the situation was that all we'd get were old A1200 products with the odd bit of ray-tracing and it seemed as though no-one was ever likely to take advantage of the CD32's six button joypad.

## Oooghya!

Well, we still await the day when someone produces a beat 'em up that makes use of these buttons, but at least now there's a decent fighting game that helps itself to a generous portion of the CD media. *X-Fighter* is an interesting product in a number of ways. Firstly, it's from Thalion – a company hardly famous for anything other than RPGs and Flight Sims. Secondly, it's the first time out for the solo programmer. And lastly, the game's bloody weird from start to finish!



The first thing that hits you about *X-Fighter* is the unattractive graphics (hmm, not too good so far). Next up comes the complete lack of music and the rather limited sound effects that crunch and heave in the background (hmm, still not looking groovy). Then you play the thing, and ... HORRAH!! The eagle has landed!

Yes indeed, if there's one thing that saves this game, it's the sheer playability and 'feel' of the thing. The characters (of which there are 32 – yes 32!) move in a quirky yet responsive way, and with *Mortal Kombat*-like special moves, it won't be too long before you've picked out your favourite fighter and are beating your way to the top.

## Bunch of fives

I've already told you that there are 32 characters to choose from (which goes some way towards explaining why the game has been put out on CD only, rather than a billion floppies) but I haven't mentioned that they are grouped into eight separate teams. These teams range from standard groups such as martial artists and Ninjas, to less usual gangs such as bouncers and greasers (chain-wielding leather-clad nutters).

Though it's disappointing to see only a single fire button used, this does mean that you can plug a joystick in for two player japes, and the moves are about as easy to pull off as humanly possible. There are also a number of options for two-player games, including tag teams (with multiple characters from any group making up your overall tournament 'team') and 'see-saw' bouts. Here, the standard power bars are replaced by one huge bar that moves back and forth in a 'tug-o-war' kinda way as the two contestants battle it out. This makes for longer matches, and works especially well when used by two players of similar skill. Unfortunately, this option isn't available for the single player. Damn it.

## Combos ahoy

Another interesting feature with *X-Fighter* is that there's no limit to the number of combinations you can perform. Boot your opponent into the air, punch him on the way up, jump up and kick him again, land and punch him back up as he comes down, etc. etc. Yep, you can keep this up for as long as your control is spot on, and being awarded 15 hit combos isn't unusual once you get the feel for your character's movements and abilities – especially with the Super Combos. 'What Super Combos?' I hear you ask. Aha...

If you've managed to hit your opponent a certain number of times in rapid succession, the words 'Super Available' appear by your power bar. It's then up to you to pull off a *Mortal Kombat*-esque movement (such as down, left, down, right, fire) to initiate a sort of auto-pilot attack, where your player goes into a set-piece sequence of moves. Needless to say, should you manage to time and position your player correctly, this does a fair bit of damage.

So there you are. Yes, it looks a bit arse and yes, it sounds a bit arse too, but scratch beneath the poor presentation and you'll find a responsive and addictive beat 'em up. Step up CD32 users – your time has come! ■

**Matt Broughton**

### X FIGHTER £25.99

100%




A:
B:
C:
D: Fire
E:
F:
G: direction
H:

| | |
|---|---|
| graphics | 70% |
| sound | 63% |
| lastability | 89% |
| playability | 89% |

0%

OVERALL
The best beat 'em up on the CD32.

**85%**

# F1 World Championship Edition

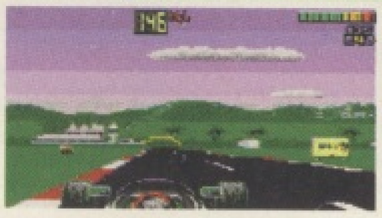
■ Price: £29.99 ■ Publisher: Domark ✆ 0181 780 2222



**The popular console racing game has finally made it over to the Amiga with a few extra features too.**

With the Amiga conversion of the console favourite F1, Domark are the latest software house to return to the Amiga fold. OK, *F1* may have been kicking around on the consoles for at least eighteen months now but it was well received there and should be more than welcome among the Amiga racing fraternity, who have been starved of a decent racing game for some time now.

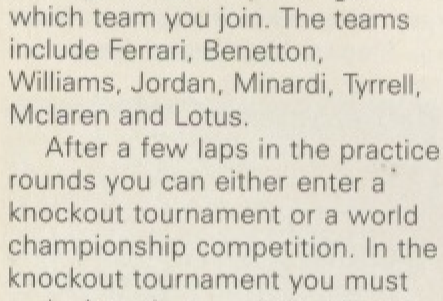




▲ As you can probably gather from this shot, F1 is a first person perspective game. Ahead of you is the race track. Your mileage and fuel levels are constantly on screen. The occasional message flashes up to warn you of fuel shortage or balding tyres. You are the little red car on the mini map top left.

*F1* Championship Edition is a first person perspective racing game which throws you into the glamorous world of Formula One racing. Glamorous, I suppose, to those who actually enjoy the prospect of being severely mangled in a claustrophobia-inducing sardine can on wheels. In *F1* you can rub shoulders with the likes of Damon Hill or Schumacher amongst others depending on which team you join. The teams include Ferrari, Benetton, Williams, Jordan, Minardi, Tyrrell, Mclaren and Lotus.

After a few laps in the practice rounds you can either enter a knockout tournament or a world championship competition. In the knockout tournament you must make into the top eight otherwise you don't go on to the next round. The Championship runs over up to 16 circuits. Choosing from tracks such as Montreal, Australia, Germany and Brazil amongst others, you get to pick which ones and in which order you will race them. You can also set the number of laps per race (5,10, 20).



▲ You can always nip into the pit stop. From left: gearbox – either manual or auto, wings – low medium high (high wings are good for twisty roads due to increased downforce), tyres – hard, wet, soft and fuel (too much will slow you down).

## Qualifying

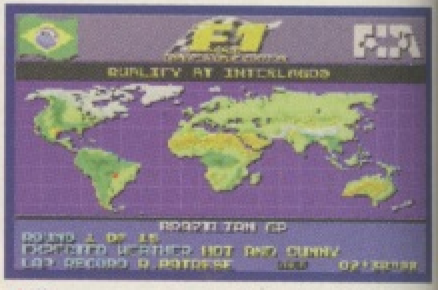
Before you start the championship races you've got to qualify. Building a up a fast lap time in the qualifying round ensures you a good position on the grid. Before each race you're informed of the best lap time and the weather conditions so you can nip into the pits to make any adjustments necessary. Then you're off into the race, trying to get ahead and stay on road despite twisty bits and adverse weather conditions. Control is simple enough – a light touch to the joystick to the left or right should keep you on track if you've selected auto gears. If you've chosen manual gears then pressing fire and the joystick either up or down will move through the gearbox.

## Control

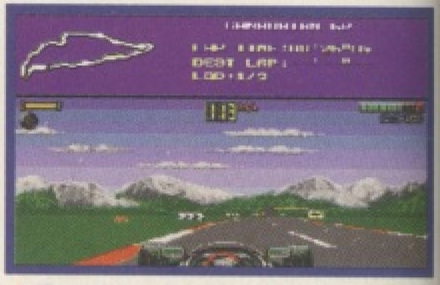
Personally, I prefer first person perspective racing games to the overhead variety. There is more a sense of actually being in the car than overhead racing games and this is certainly true of *F1*. The smooth control and road handling also gives the impression of total control over the car. The graphics are fairly good too, with each track having its own unique graphics (mountains for Montreal and so on), but don't expect to drive past the casino at Monaco. Most of the scenery is of the standard scrolling horizon type. However, unlike the original *F1* there are more track-side objects which also add to the overall racing experience.

The sound effects, however, are quite tame. Crashing headlong into a trackside hoarding (I was only testing I swear) produces a pathetic puny pinging sound – disappointing. Also, timing a pitstop can be incredibly difficult. The handy map at the top helps you memorise where the pit stop is but it doesn't seem to help you pull into one smoothly. I've often pulled into a pitstop and shot straight through into the barriers at the end! Bad driving perchance? I hear the doubting Thomases of you murmur. Perhaps. Why not try it out for yourself and see. Racing fans should be satisfied by the speed alone and even non-believers would do well to take a look.

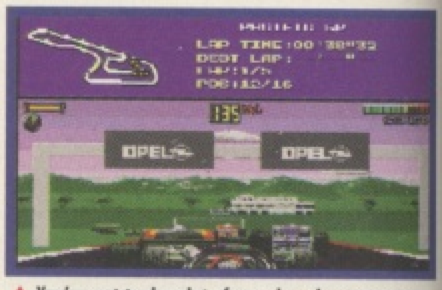
**Lisa Collins**



▲ Here we are at the start of the championship. This handy map pinpoints where the next race is and gives you some information about the racing conditions you can expect.



▲ Montreal, one of my chosen race tracks, comes complete with mountainesque scenery. The mini map in the top left of the screen is handy for picking out any tricky bends and corners.



▲ You've got to do a lot of weaving about to get past the other cars.

**F1 £29.99**

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

| | |
|---|---|
| workbench version | 1.3 |
| number of disks | 1 |
| RAM | 1Mb |
| hard disk installable | No |

| | |
|---|---|
| graphics | 75% |
| sound | 65% |
| lastability | 85% |
| playability | 90% |

OVERALL
Good classic racing game. **80%**

# Tactical Manager 2

■ **Price: £29.99** ■ **Publisher: Black Legend** ✆ **01438 840003**

**In the light of reports of magazines rating unfinished copies of this game, we check out the final version.**

You own an Amiga. You walk up to me in the street and prod me gently but firmly in the chest with a well manicured fore-finger. "Hey fella," you demand aggressively, "which is the best football management sim currently available on God's own recently resurrected computer platform?" I would have no hesitation in recommending several recent releases to you, *On the Ball*, *Premier Manager 3*, even *Ultimate Soccer Manager*, (at a push) but crucially, I would stop short of urging anyone to go out and spend a penny on *Tactical Manager 2*.

## Out of date

*Tactical Manager 2* is the follow up to *Tactical Manager*, which most people rated quite highly. The 'new' game (not my word but Black Legend's) shows few signs of having developed graphically and one's first impression is that *Tactical Manager* has managed to survive the appendage of the sobriquet '2' without bothering to change its gameplaying underwear. What has changed are the stats, which I suppose, if one ignores everything else about it, a game like this really stands or falls by. A pity then, that they are completely out of date. I chose to manage Reading, who appeared without Lee Nogan and a cursory glance at the team I am silly enough to support, Aston Villa, revealed that Guy Whittingham was still on the books, while Tommy Johnson and Gary Charles remained at Derby. As did Gordon Cowans, who has been at Wolves for yonks. Oh, Andy Cole is still at Newcastle United! I am sure you will spot many more such howlers.

Now call me Mr. Pernickety, but the football season is over. All the players I have just mentioned completed their transfers several months before the game was due for release. Surely the clever thing to do, at the very least, would be to include the squads as they stood at the end-of-season? With the promise of a free update disk after the next transfer deadline? Please may I use the word 'ARSE' in CU Amiga? Even *Sensible World of Soccer* has more up to date stats than this! On the positive side, *Tactical Manager 2* is easy enough to find your way around and in this sense it is playable, but the graphics and in-game screens/menus look tired and creaky. Take the play match window and compare it to *OTB* and *Premier Manager 2/3* and the game fails to cut the interactive mustard.



▲ **Hilarious news like this is constantly on the scroll throughout your season. Oh my aching sides.**



▲ **My Reading squad. Whither Lee Nogan play off final star? Still at Watford that's where!**

## Data problems

Finally, and in my view, crazily, *Tactical Manager 2* only has data for the Premier League and the Endsleigh Division 1. As the new manager of Reading, I should liked to have strengthened my squad by cherry-picking from the lower divisions, but they aren't there, so I can't. Surely the omission of Divisions 2 and 3 saps the game of any pretension to realism? What's the point of including the FA Cup and denying me the opportunity of managing the majority of teams who play in it? These omissions also mean that you can't learn management at a lower level and for all you romantics out there, you can forget about steering Lincoln City or Kidderminster Harriers to the dizzy heights of The Premiership.

## Is it finished?

Publisher Black Legend has just taken an enormous ad in the computer trade press, under the banner headline, 'A whole new ball game' to promote the release of *Tactical Manager 2* and counter an earlier review which awarded the game 25 percent. The ad explains that the magazine in question received an unfinished copy. What, I wonder will it say to retailers now that the final version is released to cat-calls of derision from the consumer press? Something along the lines of 'I'm taking my ball back', I shouldn't wonder. ■

**Harry Attril**






▲ **The Match screen, complete with pretty crappy action pitch display at top right.**

## TACTICAL MANAGER 2

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

| | |
|---|---|
| workbench version | 1.3 |
| number of disks | 2 |
| RAM | 1Mb |
| hard disk installable | yes |

| | |
|---|---|
| graphics | 40% |
| sound | 25% |
| lastability | 10% |
| playability | 50% |

**OVERALL**
**Very poor follow up to Tactical Manager.** **24%**

# Ultimate Soccer Manager tips

**Getting a team to the top in this game isn't just about good soccer skills, you've got to have a top business head too ...**

U*ltimate Soccer Manager* is an honest attempt to recreate the thrills and spills of modern football management by including such features as bungs, match fixing, shop and bar running, advertising and merchandising. For those used to the old days, when a management game was a management game, these hints and tips could come in handy.

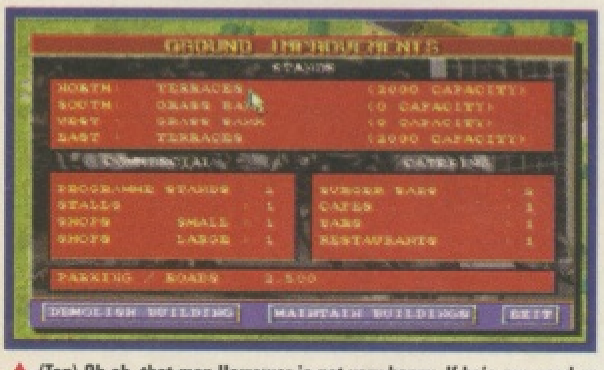
## Wise buys

First of all, it's pretty obvious, but don't be too hard on yourself. Start off with the maximum amount of money: £5M. Make sure that you use all of the friendlies to good effect, testing out your team for weaknesses and getting the right players into position. You have enough money to replace slackers, so do so. The most important positions are striker and goal keeper, so spend money on these for maximum success. Also, use the first season to build up your grounds, but be sure to fill them. You'll find that as time goes on inflation sets in and the price of improvements goes up. Advance preparation with all that cash will help.

Build the biggest refreshment and merchandise stands you can afford, you will make a lot of money from all the merchandise they stock. Following on from this, if you are getting very low attendances and your gate receipts look as though they will never pay the team's way build a 10,000 seater stadium and give away upwards of 6000 tickets. You won't get their money at the gate but you'll sure sell lots of clobber through your shops.

On the subject of attendance, if the crowd get bored with you using the long ball option in every game they will give up and stop supporting you. You must play to impress, believe it or not.






▲ (Top) Oh oh, that man Harrower is not very happy. If he's any good up his wages. If he's not, sell him. (Above) A new stand is needed.

## Hotdog hints

Spread your outlets evenly around the ground, but don't build near a stand where there is low capacity or no capacity. It follows that you should put the best outlets near the biggest stands, this way you'll get maximum returns. On the subject of returns, keep your tickets at a fairly low level for regular league matches and friendlies, but as soon as a cup game comes along bump them up sky-high. Remember to plan your improvements so that by the time you reach the first division you have an all seater stadium. If you get promoted from Division 2 the FA will condemn the stand otherwise.

In terms of managing promotion and advertising, don't let your assistant sell ads on the ground, he'll get really terrible deals, and usually for a long period too. Do this yourself and get the best money for the smallest space and the shortest amount of time, so that you can go back and sell to better revenue earners when it runs out. Experiment with raising your overall level of ticket and goods prices every year, in line with inflation (of course). Up to 10% a year is not unreasonable, but remember that Ultimate Soccer Manager has a realistic business engine and sharp price increases will scare away customers. They will lose the feel good factor or something.



▲ Keep the Chairman happy and you'll keep your job.

## Deputy Dawg

The assistant manager may not be very good at picking advertising revenue earners but he is generally a top geezer for recommending team formations and changes, and before you pick a squad you should always heed what he says. Sometimes you may disagree but hey, that's the nature of the job, and you must do things your own way at times.

Although training seems to take a long time to work it is essential that you continue to supervise it. This is the only way to improve inexperienced or injured players, and you must remember to hire and fire trainers as the need arises and as they become available. Offering more money will bring more trainers onto the market. Young players may seem a bit useless at first, but they have their careers ahead of them and will train up a lot faster than your existing team. So go ahead, buy some.

Remember to keep the chairman happy too, if your job security percentage falls below 20% or the chairman's opinion falls below ten you are out on your ear, with no appeals. Do not ignore his messages on the notice board – you will only make things worse.

If you have only played USM using the instant result feature and have not been having much luck lately, then try actually following the game through, making formation and play style changes to both the team and players, reacting to the opposition's strengths and weaknesses. See who is scoring goals for them and double team that player. Also, when you start out, carefully examine each player's stats and put the right ones in the right places. You should then monitor each player and try swopping say all the strikers and midfielders around. Despite their stats, some may operate more efficiently in a different part of the field than you are playing them.

If you want to get a player from the higher divisions but they all seem to refuse to move down, try luring an older player. They are often under utilised and are more willing to move clubs. While on this subject, try to rotate underused players as they will begin to go soft, lose their skills and become dissatisfied if left on the bench too long.

Finally, on the subject of bungs and bets, at the beginning of the game we are reliably told that only 20% of the teams are corruptible. So if you're lucky you'll pick the right ones. This changes every time you start a new game so you are not guaranteed to find the same clubs being dodgy a second time around. As far as betting is concerned, when you have been caught four times (you'll know when you've hit the three mark because it'll be in the newspaper), you will be fired. On that note, we'll let you get on with it. But be careful ... you could bet caught.

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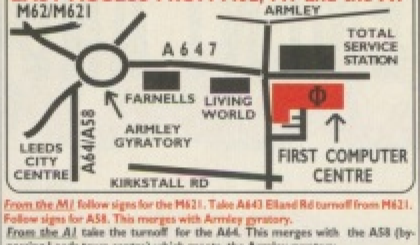
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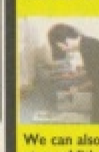
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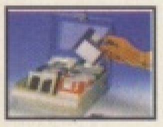
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All disks are guaranteed 100%. All branded disks come with labels



MULTI COLOUR Disk labels
500 £6.99
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## CD Software

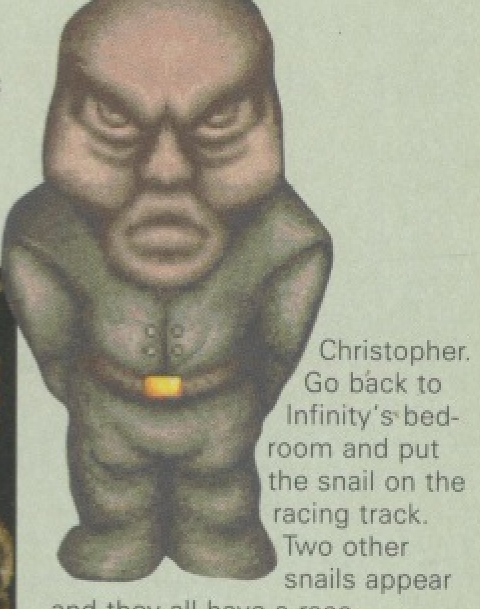
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- 17 Bit/LSD compendium 1
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- Aminet collection (Box set 4 CD's)
- Assassins CD
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PRIMA CD-ROM Vol. One
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now only £16.99

# Valhalla Before the War

PART 1

**You reaped the benefits of our guiding hand for Valhalla Before the War, now get more of the same for the prequel to the sequel.**



On the room at the beginning of the level look at the wizard and he speaks to you. Take the book and the piece of paper with 'I am infinity' written on it. Operate the floor tile in the bottom right-hand corner of the room and take the potion of faith.

Notice the passageway is the only exit out of this room. The wizard blocks the exit out of the level, your task for this level is to destroy the wizard so you can progress onto level two. The passageway is filled with hot coals. If you stand on them your stamina begins to drop, so drink the potion of faith to travel down the passageway.

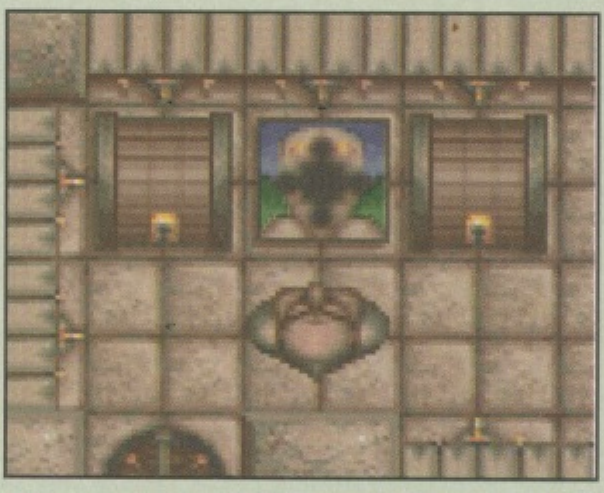


▲ Aha! The funky new age wizard makes an appearance. Have a nice little chat with him. The poor sod doesn't know you are plotting to make him disappear.

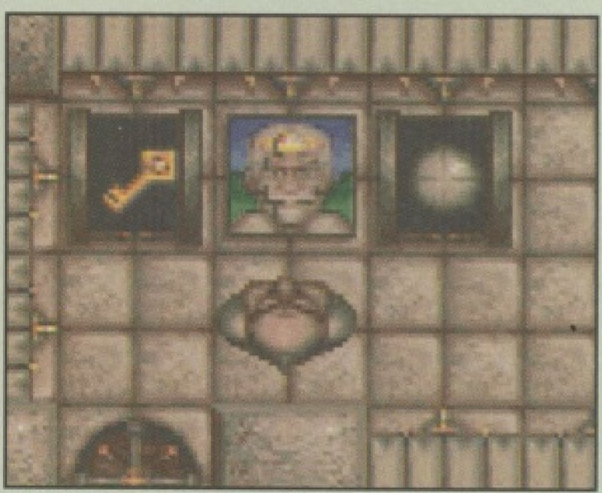
## One room too many

There are quite a few rooms open to you but the one you need is Infinity's bedroom. This is the one with the racing track in it. Operate the floor tile in this room and take the potion of strength. The oracle is nearby, look at him and he asks you to bring him luck. Take the left-hand exit out of this room into the carpenter's workshop, take the chest key then pull the lever to gain access to a large rock which stops you from reaching a four leafed clover. Drink the strength potion, remove the rock and pick up the clover.

Put the clover on the oracle and he opens the door in the maid's bedroom, at the same time he asks you for a sign. In the maid's room operate the floor tile near the suitcase to find a playing card, another floor tile in this room reveals a compass. Take the door key from beside the bed.



▲ Hmm two likely looking chests, let's see what's inside.



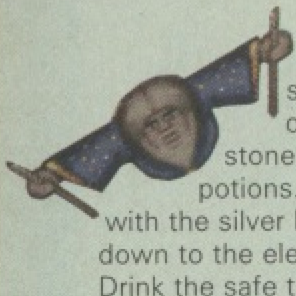
▲ A key and something else which is sure to come in handy later.

## Wacky races

Back in the carpenter's workshop put the compass on the Gamblers tomb and take his snail. Put the compass on the map near to where you found the clover and take the St Christopher. Go back to Infinity's bedroom and put the snail on the racing track. Two other snails appear and they all have a race, George's snail loses every time and you gain nothing. Hunt around till you find some Vaseline on the floor and put the snail on top of it. George's snail is transformed into a racing snail. Put it back on the track, this time it's a dead heat and the caskets open. Take a rusty object and the diary that contains strange non sensical ramblings.

Put the rusty object on the sanding machine in the carpenter's workshop and take the door key. Put the diary on the madman's tomb in the kitchen and take the confusion spell. The first key you find opens the locked door next to the Vaseline. Inside is an altar with nothing on it. Each time you walk towards it a pearl appears, each time you get close enough to take it, it disappears again. Take the picture out of this room. Nearby is the maid's room, put the St Christopher on the suit case and take the travel potion.

In the kitchen notice the duplication stones. The book nearby warns you of the passageway beyond the locked door, put the



safe travel potion on the duplication stone and take both potions. Open the door with the silver key and travel down to the electrical device. Drink the safe travel potion and pass through unharmed. Pick up the sugar, the potion of lies and the key to get back out. Pick up the note from the Goblin informing you that if you give him a gift fit for a King he will disarm the passageway. The Goblin sits on his sofa. Quickly go back the way you came before your potion runs out.



▲ Now let's see I've got the bit of paper with I am infinty on it, the book, a key what do I need to get next? It's all go in this game innit?

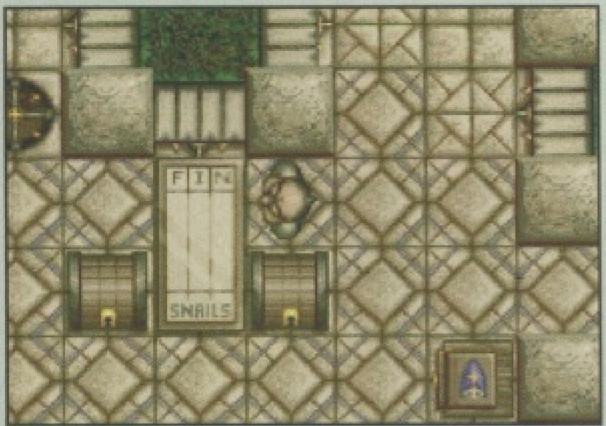
## Lies, damn lies

Each time you look at the carpenter he tells you he has a gift for the King. Put the confusion spell in front of him and in his confused state he asks who you are. Stand and face him, drink the potion of lies and then look at the piece of paper in your rucksack that says 'I am infinity'. Lying through your teeth you tell him instead that you are the King and in his confused state he hands over a jewelled box, a gift fit for a king. Drink the second safe travel potion and travel back down to the Goblin. He disarms the passageway and opens the door into the wizard's room.

Operate the floor tile and take Infinity's teddy bear. Read the spell book that tells you how to destroy a wizard. Travel through the door opened by a lever noticing three tombs as you pass. Open another door with a lever that provides you with a shortcut back to the kitchen. Take the section of pipe, take the snooker chalk and put it on the tomb of the hustler. Take the snooker cue.

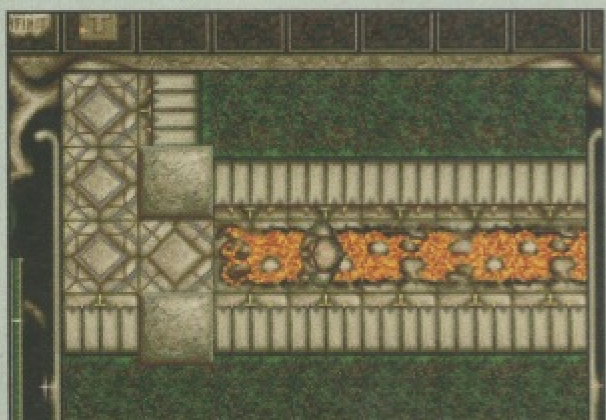
## Bake a cake

In the wall behind the pearl that keeps disappearing notice a small hole, insert the snooker cue in here and the pearl is knocked to the floor allowing you to pick it up. This is for the spell. By now you will have found the objects you need to make a cake. Put the cake tin on the stove in the kitchen and drop inside the egg, the flour and the sugar. Take the cake for use later on.





▲ And it's quite a tense moment as the crowd waits with bated breath for the snails to begin their annual racing competition.



▲ Walking over burning hot coals improves the mind they say. But what about my bunions? I don't want them sautéd.

## Add icing

Put Infinity's teddy bear on his bed and take his sleeping pills. Put these on the tomb of the insomniac near to the wizard's room. Take the nightmare spell and put this in front of the cook who up until now has told you to leave her alone because she is sleeping. Put the cake in front of her and she ices it for you.

In the carpenter's workshop put the picture onto the saw, take the piece of jigsaw that fits into the incomplete puzzle nearby. The chests open allowing you to take a heavy ball and a door key. Put the piece of pipe next to the glass in the carpenter's workshop, travel to the other end of the pipe that it fits onto, then put the heavy ball down onto it. The ball rolls down the length of the pipe and smashes the glass that was hiding a potion of faith. Save this for later use.

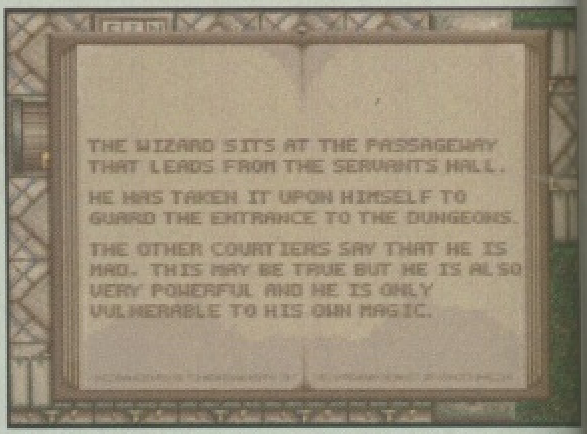
Take the iced birthday cake and give it to the maid who has been telling you its her birthday and now informs you she was only joking. She gives you a sapphire for your trouble. The book of birthstones will inform you that it is the birthstone of Libra. Put the sapphire in the scales near to the Vaseline, take the sign of Libra and give it to the oracle who gives you a vase.

The key from the jigsaw chest opens the door into a room where there is an identical vase on one side of a locked door, place your vase opposite and the door opens, before you walk inside it would be a good idea to save the game as this is the maze. Pull the lever to open a door elsewhere then travel past the electrical device, once you have done so your potion time goes up and then begins to descend informing you how long you have before the door into the maze locks itself, the book at the entrance to the maze explains all about it.

Somewhere inside here is a chest for which you have the key and inside the chest is the wizard's staff which you need for your spell.

The lever in the maze opened the door below the carpenter's workshop and inside is an old man who tells you he is hungry. Notice also the potter's wheel on which you place the clay you would have found by now. Operate the button on the potter's wheel and take the soggy clay bowl. Put this on the kiln in the wizard's room and take the fired bowl. Fill this up with the stew from the kitchen and deliver it to the old man. He rewards you with a coin for the piggy bank in the maid's room, take the fan and the sword from inside the chests.

Back in the wizard's room put the fan on the left-hand altar that prevents you reaching the love letter. The fan blows the love letter of its perch so you can take it.





▲ Read these sacred words very carefully because you may need to remember them one day.



▲ I know, I know, dear, it's terrible about the price of cabbage these days.

Put the sword on the tomb of the jeweller nearby and take the jewels, put these on the tomb of the jeweller and take the pound note.

You now have all the ingredients for your spell: the pearl, the love letter, the pound note and the wizard's staff. Put all of these objects into the wizard's cauldron and take the banish spell in front of the wizard who disappears into the floor leaving the way clear into level two. ■

## Next Month

**Yes you've guessed it. Part one this month so that means part two of this compete solution next month. So more princely adventures coming up.**

**Welcome to the second and final part of our complete solution to Bloodnet, Gametek's thoroughly engrossing Cyberpunk adventure game. Things aren't looking good though as your bloodlust rating is rising and Van Helsing and his cronies are vamping it up. Can you put an end to their evil ways? You can if you read this ...**

PART 2

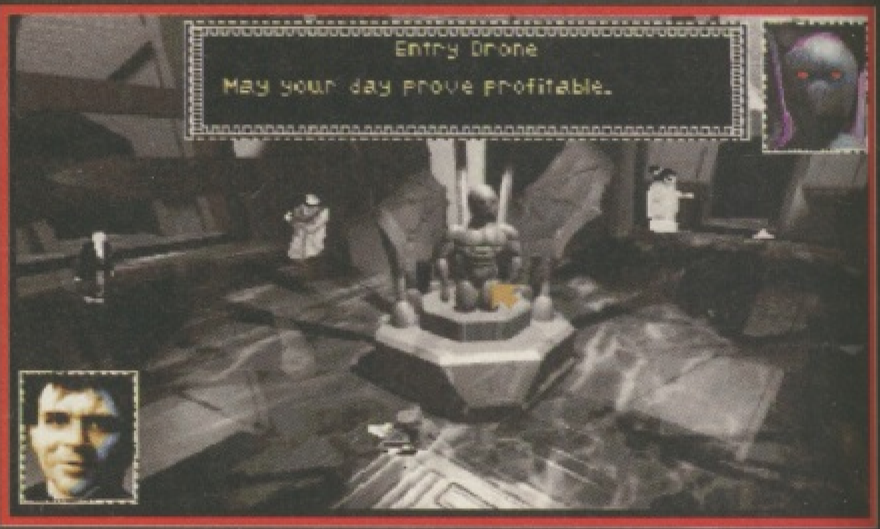
# Bloodnet tips

## TRANSTECHNICALS HQ

Now whereabouts did we get to last month? Ah, that's right, in the third room at the Hellfire Club.

In this room you should use the camera to record Walter McCalaster. Once that's done go to the Transtechnicals HQ. Inside Transtechnicals you should enter the lift, go to Bill Dougan and talk to him. Enter the lift again, but this time go to the Nanotech Lab and use the lockpick.

Once you've done that, go to the warehouse, where you should search it thoroughly and then get all.




## AUNTIE PERSONNEL

Go back to Auntie Personnel and sell all the weapons you have (bar the white noise blasters); the generator stabiliser, all grenades, cloaks, soulboxes and deckunits as well as all drugs, the multi channel transmitter and any armour bar the Kevlar overalls. Phew, part exchange heaven!

Now buy the following equipment instead so that everyone (including the sixth member of your team) has a white noise blaster, Kevlar overalls and three power cells. One you've done that, proceed to Central Park, wait until PM and then talk to Kimba.



## VAN HELSING'S DEPARTMENT

Move on to Van Helsing's department, kill all the vampires there and get everything from them. Once that's done go upstairs, search the room, get all and use the instapigment on yourself.

Proceed to The Cloisters and once there use the camera to record yourself. Go to the weapon screen at the bottom right and walk in front of the camera.

Use the camera to play it. Now talk to Sir Theodric, then go to the second room in the gardens. Here you should get the beads and then talk to Sir Sebastian.



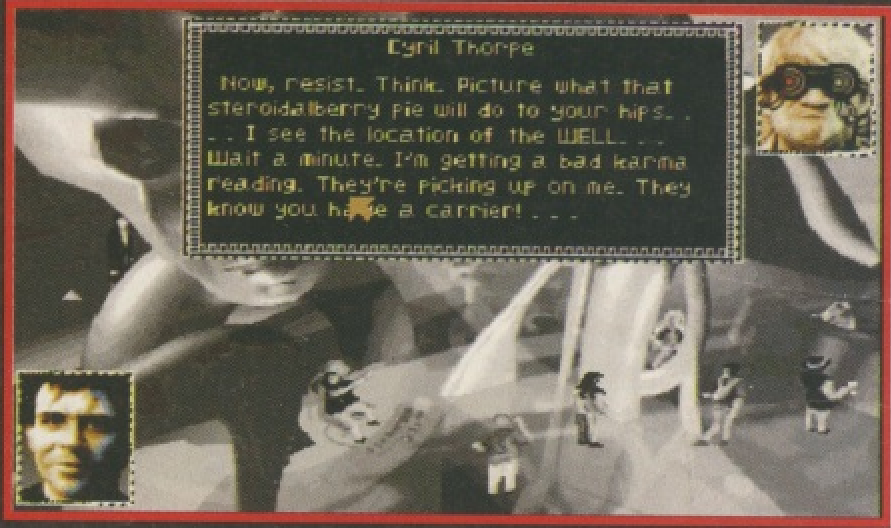
## CAFE VOLTAIRE

Once you are back at the cafe, go into the second room. No you're not going in there for an existential chat about the meaning of life over a big greasy fry up of double egg and chips, you've got some work to do.

Once you're in the cafe drop the beads and talk to Cyril Thorpe twice.

Enter cyberspace, find a FATS and talk. Enter MEDIUM as the well code. Now talk to Cyril Thorpe and answer yes.

Next, exit the net and go back to the Cloisters. Go to the second room and talk to Sir Sebastian.




## THE HELLFIRE CLUB

For this bit of the game you turn yourself into a bit of a yes man. Here's what I mean. Return to Tackett's Laboratory, enter the net once more, only this time talk to Melissa. Once you've done this go to Le Phood and answer yes. Talk to Melissa and answer yes again.

Back at the Hellfire Club enter the right-hand side room and then the Inner Sanctum. You'll find Alex Tennant here.

Talk to Alex before dismissing Melissa. Now go to St Pats, talk to Mother Mary and answer yes.

That's it, all the yes-ing's over.



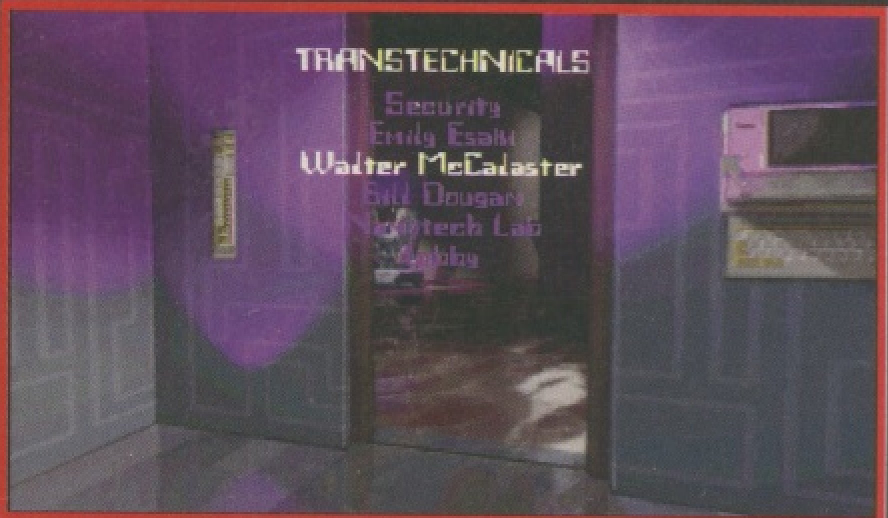
## GRANT'S TOMB

Go to Grant's Tomb and use the signal scrambler. Now go to the next room, get the emerald pendant and use the lockpicks. Talk to Alex Tennant once more and then go back to Transtechnicals.

Enter the lift, go to room 1122 and kill everyone! A bit of a radical solution, I know, but hey it's not real life and you don't need to try to talk things over first!

Oh and make sure that you shoot the incubator too.

Once all that's done, talk to Dr John Harker, jury rig the pendant and use the emerald looker decking unit.




## CYBERSPACE

Enter cyberspace. Talk to Deirdre first and then a FATS. Enter KANSAS as the FATS' well code. Now talk to the lost kids and get the real incubus before exiting the net. Talk to Dr John Harker then enter cyberspace again. Find a FATS, talk to it and enter ELIZABETH as the well code. Now all that remains to be done is to fight everyone!

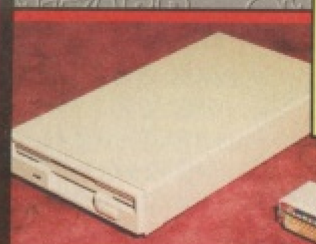
That's it, you've completed the game so give yourself a hearty slap on the back for finishing one of the toughest adventure games the Amiga has seen in many a month. Ignoring the fact you cheated of course!



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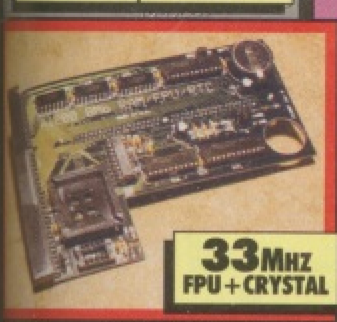
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# Get Serious

## Horgan's Organ



Not that bloody cheesy grin again? I'm afraid so, and you'd better get used to it, 'cos that's the way it's going to be around here in future. I've taken over Andy Leaning's Technical Editor role, so now I'm in charge, okay! Sorry, I've never been very good at domination and all that (ask my girlfriend), so I'll get to the point.

I hereby promise to deliver you, the loyal reader, the very best in reviews, previews, tutorials, features, news and all developments on the Amiga scene, better than anyone else, and before anyone else wherever remotely possible. You know CU Amiga has always been the number one choice for all things Amiga, and now it's going to get even better.

Starting from this issue, I'm broadening our base of expert writers to give you the most authoritative reviews and tests of everything new on the Amiga scene. Along with our regular team of top notch staff and contributors, like Andy Leaning, John Kennedy, Peter Lee and André Digard, you'll notice some new faces cropping up. For example, this month professional TV and movie animator Simon Coombs gives us an insight into the forthcoming *LightWave 4.0*, while David Cassidy lends his views to the month's PD releases. And no, it's not the same David Cassidy that was the subject of many a teenage girl's fantasy. Shame really.

But it doesn't stop there, because I know you want advice and recommendations from real, experienced experts in their relevant fields, not casual write-ups that gloss over important details to hide a shallow knowledge.

What's more, this techie bit of the mag is going to be more fun from now on, because 'serious' doesn't have to mean 'drab'. I mean, I'm serious about raving, and that's stacks of fun! Hey, but don't worry, I'm not going to turn Get Serious into Get Sorted. Just you wait and see what we've got for you next issue. In the mean time, have a good month, until then.

Tony Horgan

**The future of 3D animation is revealed in our previews of Cinema 4D and LightWave 4.0. We've also got full reviews of Directory Opus 5, Scala MM400, Photogenics 1.2 and more!**





Scala 79



Lightwave 72

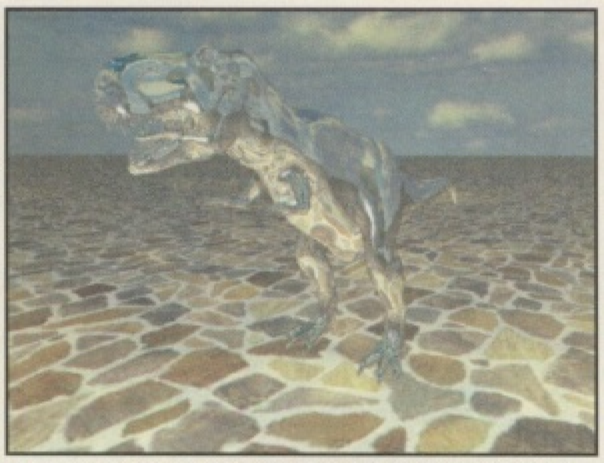
# Cinema 4D

■ Due for Release: TBA ■ Developer: Maxxon ■ ✆ 01525 718 181

**The stakes are being raised in the world of Amiga 3D rendering. As LightWave 4 nears completion, there's a new challenger from Germany in the form of Cinema 4D.**



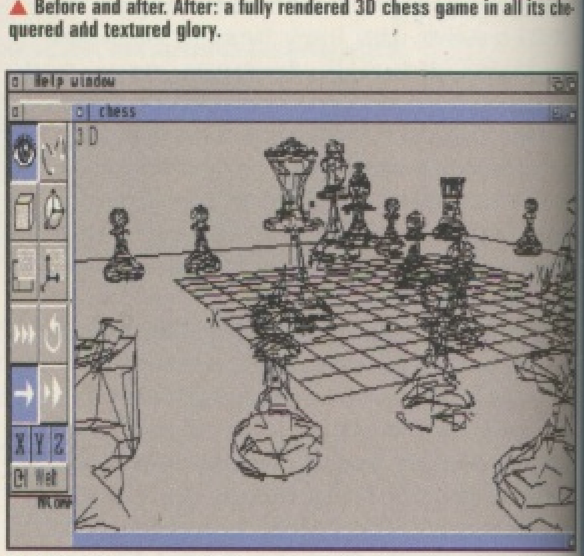
▲ Fractals are used to generate some of nature's complex textures and create some stunningly colourful images like this.



▲ Fast rendering times are promised, even for more complex objects, which would otherwise take an age.



▲ Before and after. After: a fully rendered 3D chess game in all its chequered and textured glory.



▲ Before: here we see the beginnings of various chess pieces. Cinema 4D seems to have a very friendly editor front end.

A quick browse at the pictures on this page should be enough to convince you that *Cinema 4D* is set to be a major player in the 3D rendering business.

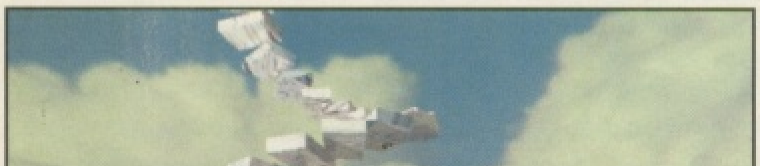
*LightWave* might beat it on sheer number of features, but then not everyone has the kind of immensely powerful system needed to be able to use *LightWave* to anything like its full potential.

*Cinema 4D* has been designed to give powerful, professional features, without demanding system requirements that force you a to get a second mortgage to even get hold of it.

## Friendly interface

*Cinema 4D* is immediately approachable, thanks to its simple guide to functions of each icon. When you pass the pointer over an icon, you're given a brief description of its action, so within a couple of minutes, you're in no doubt as to what everything does. All of the menus are configurable, and the system of movable windows allows you to set up the screen to exact preferences.

Scenes and objects can be viewed in any or all of four modes simultaneously (outline, draft, side and 3D). Apart from RAM limitations, there are no limits on the numbers of objects and polygons in each scene. The program will come with 13 basic objects, all of which can of course be tweaked and altered to your suit your specific requirements and needs.



▲ Stairway to Heaven anyone? With Cinema 4D it will be easy to create images made up of smaller complex images.

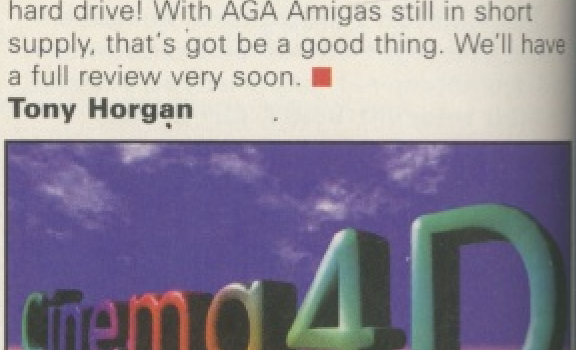
## Special effects

*Cinema 4D* looks likely to score highly on its range of special effects and rendering tricks. Simulated fog, rounding of edges, fractal routines for realistic landscape generation, divergent and parallel light all bode well.

Rendering times are another main priority, and every effort has been made to keep these as low as possible.

While there are professional features by the bundle, and support for 24-bit graphics cards (Retina, Merlin, Picasso and all EGS boards), *Cinema 4D* will work on any Workbench 2 Amiga with 2Mb of RAM and a hard drive! With AGA Amigas still in short supply, that's got be a good thing. We'll have a full review very soon. ■

**Tony Horgan**




▲ Of course, you can still render straightforward and maybe a bit clichéd stuff like this too!

# Lightwave 4.0

■ DFR: June ■ Price: £695 ■ Developer: NewTek ■ Supplier: Premier Vision © 0171 721 7050

**LightWave got the Amiga's foot in the door of the professional animation and video industry. Now that Version 4.0 is shaping up for release, big time movie animator CU Amiga Magazine reports on its progress.**



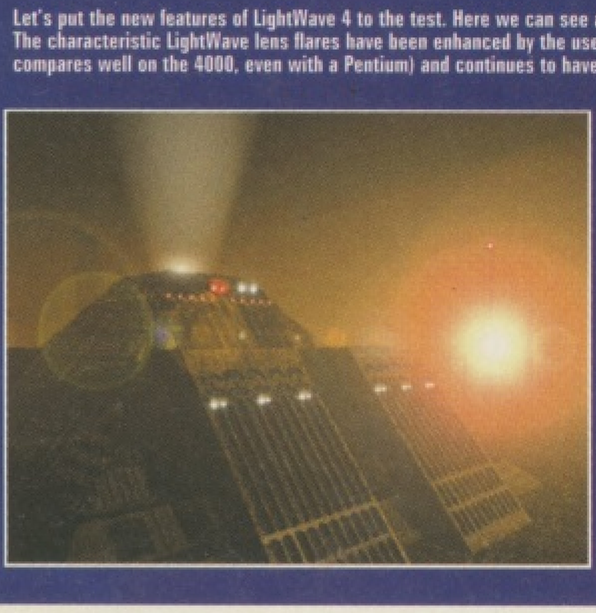
▲ The new glow feature, shown above, is incredibly handy for creating sci-fi type effects or reproducing the Ready-Brek glow.

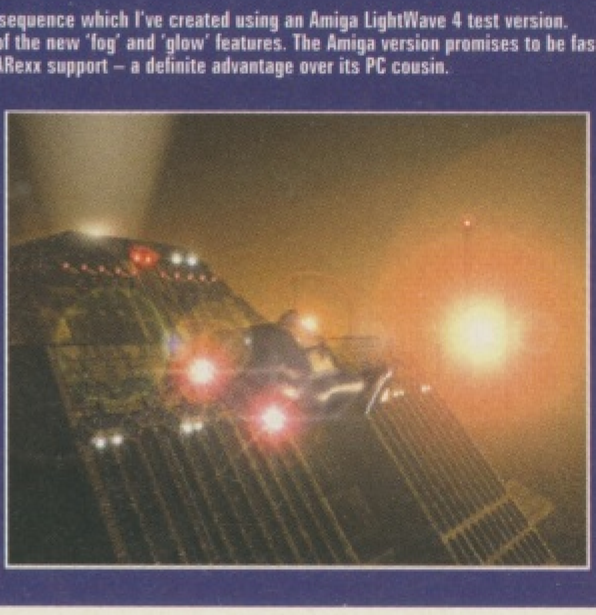
There can be very few Amiga enthusiasts who haven't heard of *LightWave 3D* and its award-winning use on popular TV science-fiction shows such as Babylon 5 and SeaQuest DSV. Originally available only as part of the Video Toaster system, and therefore all but useless to British users (the Toaster was never made in a PAL version, necessary for UK TV use), a standalone version of *LightWave (3.5)* was finally released in the summer of 1994

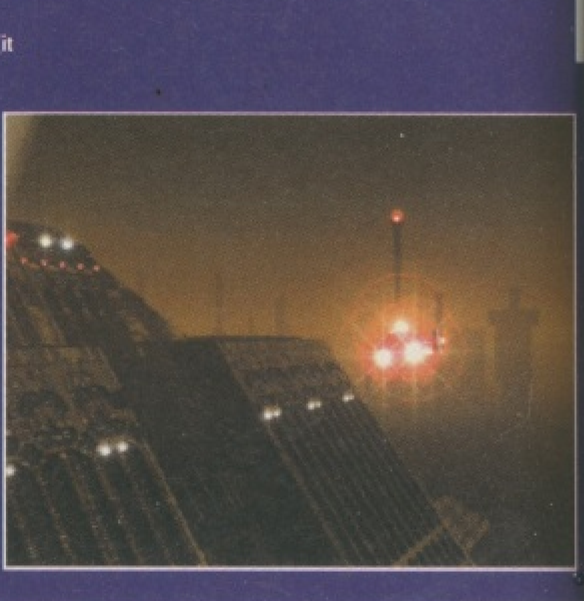
By this time Commodore had slipped into liquidation, and to cover their backs, NewTek started work on conversions of *LightWave* for other platforms, specifically the PC and Silicon Graphics system. This switch in policy has simultaneously benefited and hampered the progression of the Amiga version. On one hand it's ensured that *LightWave* continues to grow and wedge itself further into the professional 3D animation industry, but on the other hand, the shift of emphasis to other platforms

## Here it is – a glimpse of LightWave 4 in action

Let's put the new features of LightWave 4 to the test. Here we can see a sequence which I've created using an Amiga LightWave 4 test version. The characteristic LightWave lens flares have been enhanced by the use of the new 'fog' and 'glow' features. The Amiga version promises to be fast (it compares well on the 4000, even with a Pentium) and continues to have ARexx support – a definite advantage over its PC cousin.







has meant the updates to the Amiga version have been pushed further and further back.

Having made these commitments, NewTek missed one deadline after another and finally shipped a pre-release (ie unfinished) *LightWave 4.0* for the PC in April of this year. The latest estimate we've been given for an Amiga release of Version 4.0 is the latter half of June '95.

## CD-ROM Only

*LightWave 4.0* comes on four floppy disks and a CD-ROM, so you might expect a bonanza in terms of new goodies. The CD supplied with the PC Version 4.0 release (which is also expected to be shipped with the Amiga release) contains 84Mb of files, split into two sections, one following PC conventions (eight letter filenames followed by a three letter extension) and one for systems which accept long filenames, such as AmigaDos and Windows NT. This means that there is actually only 42Mb on the CD. What there is though, is very good indeed.

Unfortunately it's a bit of a mess. There are a number of errors involving the naming of files. For compatibility with MS-DOS (the lowest common denominator, as it were) most files have a name of up to eight letters, followed by a three-letter extension indicating the file type. These include:

**.IFF**..........................IFF image
**.LWS**.............LightWave scene
**.LWO**.............LightWave object
**.MAP**..........Image map (usually a grey-scale)
**.PIC**..............................Picture
**.SCN**...............Scene file (most now use .LWS)
**.SRF**............................Surface
**.TGA**.....................Targa image

There's a problem with the naming of some of the files. When you load a scene, it goes looking for all of the objects and other files it needs. However, due to the omission of .LWO extensions on certain object files, and other filenames becoming abbreviated, they cannot be found. It's possible that a new CD may be compiled for the Amiga release, in which case this could be overcome. Let's hope so.

## What's new?

I had expected to see a very different *LightWave* from the now-familiar 3.5 I use everyday. However, with a few minor exceptions, such as the use of ASL file requesters, the look and feel is remarkably similar, and existing users should feel immediately at home.

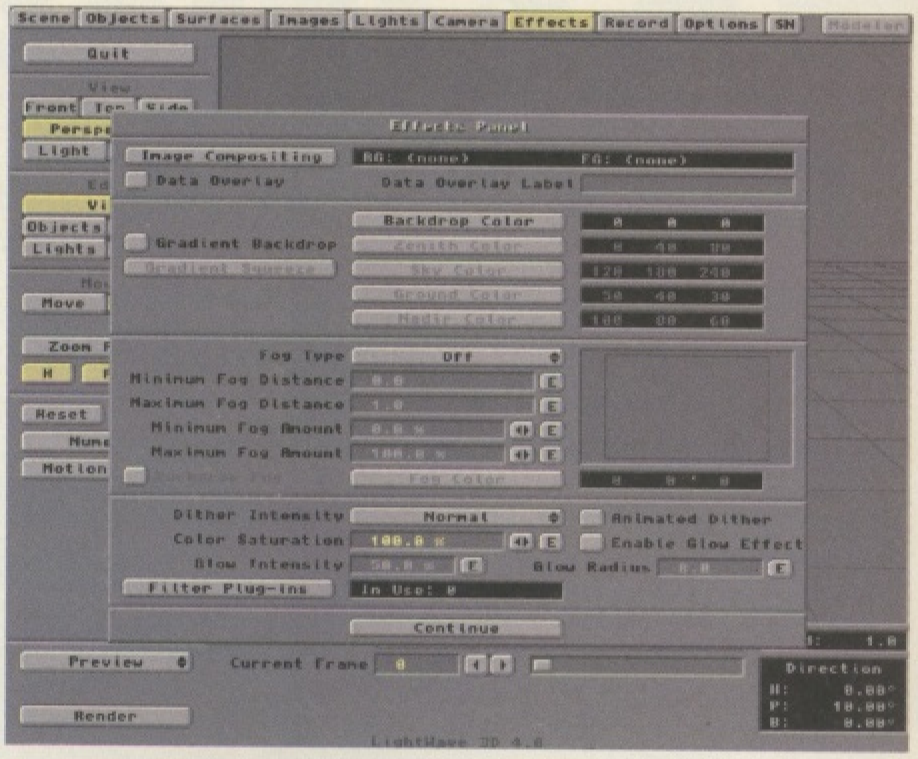
So, what's in Version 4.0? There are a number of new features to explore, and some minor changes have been made for compatibility across all versions.

The Modeler section remains virtually unchanged, and although there is a separate Redo feature, 3.5 always let you undo an undo anyway. The Macro button has changed its name to Custom, reflecting the wider range of options that will be available with the plug-ins from third parties. It appears that the 'moving solid' preview mode is likely to be dropped, but that's no great loss.

It is in the Layout program that most of the changes have taken place. Most of the main menus and requesters now sport a plug-ins button (see the screenshots here), but top of the list for many seasoned users will be the introduction of Inverse Kinematics. For those of you unfamiliar with IK, imagine for example that if I move a virtual fingertip to press a doorbell, the attached virtual arm, shoulder and body, if necessary, should follow through, according to rules previously established. This allows you to build up realistically moving interconnected parts, and animate them more realistically and with less hassle than before.

They've made a start, but it's a fairly rudimentary system so far. However, NewTek did warn that IK in *LightWave 4.0* would be pretty basic, but half a loaf is better than none, and you can expect rapid progress in this area both from NewTek themselves and from third-party plug-ins.

The glow feature is an absolute must for all those who want to make Ready-Brek ads, and a boon for all kinds of sci-fi and other effects too. On the other hand, adding glow to objects will seriously increase rendering times. Tested on the Beta version, a simple logo with a lens flare thrown in for effect took 23 seconds without glow, but 74 seconds with glow switched on! However, this doesn't necessarily mean that the final release version will produce such extended rendering times.



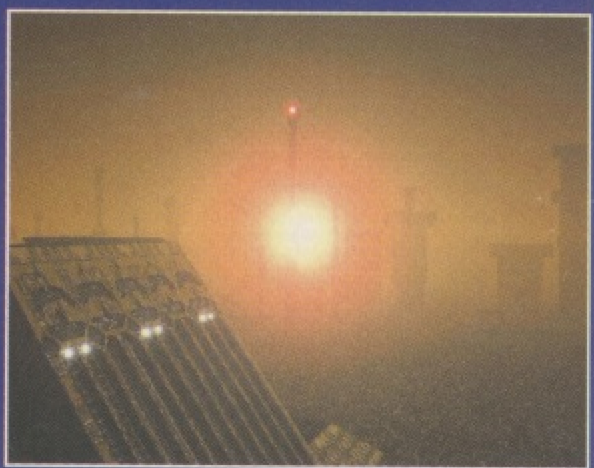

▲ **Check out the new plug in buttons for the main menus and requesters. Couldn't be easier for finding your way around the program.**

Control over lens flares has improved, but there is still no way to set the number of rays for the Star Filter. Actually, some of this support was available in 3.5 but was via the undocumented LW-lrefs configuration file, frankly more trouble than it was worth! Nor is there any way to control the shape of the lens reflections, a feature that has been available in competitors' packages for some time now.

Another nice new feature, although currently only on the PC and Alpha versions is the surface preview window. When experimenting with surface attributes, you can map it onto a small sphere to get an idea of how it might look on your object. Initially, this was thought to be too processor-intensive to be worthwhile on the Amiga version, but after much outcry, the programmers are attempting to implement this feature on the Amiga.

Also planned for *LightWave 4.0* is much wider support for image file formats such as GIF and JPEG images, courtesy of Elastic Reality's HII P (Host Independent Image Protocol). Elastic Reality were formerly known as ASDG, the brains behind *Art Department Professional* and *Morph Plus*.





## Still on top

It's easy to fall for the anti-Amiga hype and jump ship prematurely, but in our tests, a Pentium 90, supposedly 2 to 5 times faster than an A4000 with a Warp Engine, was barely 20% faster. Add to this the fact that the the Windows interface is much slower than the Amiga's, not to mention the lack of *ARexx* and and you have to wonder why anyone would want to change. All being well, we should have a full, in depth review of *LightWave 4.0* (nothing short of the official Amiga release version that will appear on the shelves) very soon. ■

**Simon Coombs**

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Action Replay for the A1200/A4000.
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Loads of data files for use within Videotracker.
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Do you ever need a library? Here's a collection!
**U352 MAGIC WB v1.2P** [WB2+]
The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results!
**U359 TELETEXT v1.20** [WB2+]
Create a teletext receiver with your Amiga. You need some electronics experience for this.
**U376 POWERCACHE v37.115** [WB2+]
Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040.
**U379 DESKTOP MAGIC v2.0** [WB2+]
This program allows you to assign sounds to Workbench functions like mouse clicking etc.
**U408 DISK SALV v2.31**
This is the best disk/file repairer.
**U414 DISK MANAGER v4** [WB2+]
Catalogue the contents of your disks. Thenyou are able to list them for your friends
**U416 AMIGA DOS GUIDE v1**
Learn Amiga DOS with this program.
**U426 EPU STAKKER v1.70** [WB2+]
Can double your hard drive space!
**U434 EDWORD PRO v5** [WB2+]
Edword Pro is the most comprehensive and easy to use word processor on the PD market.
**U440 SNOOPDOS v3** [WB2+]
Use Snoopdos to monitor program activity. An ideal tool to find out what libraries are needed.
**U448 DMS PRO v2.04** [WB2+]
Latest version of the disk cruncher.
**U453 MAIN ACTOR v1.55** [WB2+]
An excellent module animation player. Buy it.
**U454 VIDEOTRACKER 2 AGA**
The AGA un-registered demomaker.
**U455 VIDEOTRACKER 2 OS VERSION**
For non-AGA Amigas
**U467 T. U. D. E. v1.0D**
The Ultimate Degrader and Enchancer cam be used to degrade A1200's and upgrade an A500.
**U475 RELOKICK v1.4A FINAL**
Relokick is the most popular degrader around. Forget the fake v1.41, this is the real thing.
**U478 CHEATLISTER v3.06** [2 Disks]
Cheatlister is a two-disk extravaganza..
**U479 MSDOS FOR AMIGADOS** [WB2+]
Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star ".*"
**U480 HD GAMES INSTALLER II**
Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!!
Does not remove copy protection.
**U487 BIRTHDATE HISTORY v2.21**
Check events that happened on your birthday!
**U499 M.U.I. V2.3** [WB2+]
Create GUInterfaces. and is used for a number of programs such as Mosaic and DFA.
**U501 GBLANKER V3.6** [WB3+]
The very best screen blanker in PD.
**U502 GBLANKER V3.6 020** [WB3+]
An optimised version for 020/30/40/60 CPU's.
**U504 DISK MON TOOLS v3** [WB2+]
A collection of tools to fix floppy and hard disks.
**U509 SYMPHONIE PRO v2.1** [AGA] [3 D]
Play 16Bit modules/samples on your Amiga.
**U510 FINAL FAX/SUPER DUPER v3.13**
Final Fax allows you to control GPFax from Final Writer, sending a fax from a normal document.
**U512 ADDRESS PRINT v4**
Store addresses and print them to labels.
**U514 DISK STICK v1.1**
A disk labelling program.
**U516 TERMINUS v2.0E** [WB2+]
Another decent modem communications package
**U517 FINAL WRITER 030 PATCH**
Excellent! A patch which turns the normal Final Writer into an optimised 030 version. Get this!!
**U518 BUTTON MENU v1.23** [WB2+]
Create a menu system for your Amiga. Point, click and load your programs.
**U519 SUPER VIEW v4.42** [WB2+]
Allows you to view a myriad of GFX formats.
**U523 DOPUS COMPANION** [WB2+]
WOW! Loads of useful bits and pieces for Dopus. Arexx files, utilities and even icons!
**U524 PRO TITLER v2** [WB2+]
Latest version of the popular video titler.
**U525 DIY REKO v 1.1** [IMAGE FX] [WB2+]
This utility is unique: It allows you to create cardsets for Klondike by using Image FX 1.5.
**U530 SPECTRUM EMULATOR v1.6B**
This is the fastest spectrum emulator on the market. Used to be only available for AGA machines.
**U532 ALL NEW FINAL WRAPPER v3**
Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
**U533 CAR DATA ANALYST**
Monitor and test your car's performance.
**U543 TOOLS MANAGER** [2 Disks][WB2+]
Allows you to have a "dock" of icons on Wbench. A good complement for Magic Workbench.
**U545 PRO GAMBLER v2.1**
Ideal gambling/predictor tool.
**U546 COP THE LOT PRO v1**
A reasonable predictor for the National Lottery.
**U547 TURBO CAT 2** [WB2+]
Latest version of the cataloging system. Allows you to choose a device (like a disk), catalogue it then print or store the files for future use.
**U548 IMAGE DESK v1.40** [WB2+]
Allows you to thumbnail your pictures for easy viewing or to allow you to catalogue them.
**U549 OCTAMED DEVELOP. KIT**[WB2+]
Licenced developers kit for Octamed 4/5.
**U550 VMM v3** [WB2+] [NEEDS MMU] [020+]
Virtual memory program.
**U551 BUFF VIDEO TITLER** [WB2+]
SUPERB 3D text video titler. Perform mini-animations with 3D text!
**U552 ART PRO** [WB2+]
A good image processor.
**U553 GFX CONVERTOR v1.2** [WB2+]
Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG.
**U554 SOUND BOX v1.97** [WB2+]
Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to anyof the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. Easy!!
**U555 SMART FRACTAL**
Fractal program for the Amiga.
**U559 AMIGA ELM v5** [WB2+]
Amiga Electronic Mail readers/senders.
**U560 DELITRACKER II v2.1** [WB2+] [2 D]
A great module player.
**U564 EXOTIC RIPPER v3.1** [WB2+]
Superb module and sample sample ripper.
**U565 IMAGE STUDIO v2** [WB2+] [2 Disks]
All new version 2. Loads of new features present in this: Arexx capabilities, speed increase etc.
**U566 TERM v4.3** [WB2+] [3 Disks]
The best modem communications package.
**U567 TERM v4.3 030** [WB2+] [3 D]
030 version of the modem package.
**U568 LOTTERY WINNER V2.0** [WB2+]
Version 2 of the lottery predictor.
**U576 BLITZ BLANKER V2.5** [WB2+]
Blitz Blanker is another tool that requires the services of MUI (U499). This is an excellent modulerised screen blanker similar to GBlanker.
**U581 PAGESTREAM 3F>G PTCH** [2 D]
This patch vastly improves Pagestream 3F. If gives you landscape non-postscript printing!
**U586 MAGIC WB 1.3**
Wow! The ability to use Magic WB ona WB1.3 machine - you need U352 also.
**U588 PC-TASK V3.10**
All new PC Task v3. Demo version. Also a patch to upgrade the full PC task v3 to 3.1.
**U590 SPONDULIX MARK 5** [WB2+]
An excellent finance program.
**U591 ACCOUNTABILITY V2.2** [WB2+]
**U592 VARK CLI UTILS 7**
All the latest CLI utilities here!
**U593 PARNET HD**
Latest version of the Parnet connector.
**U594 AMIGA FAX V1.42** [WB2+]
Amiga Fax allows you to send and receive fa from your Amiga. Latest version.
**U595 EASY LIFE V1.10** [3 DISKS]
A set of AMOS extensions
**U599 OCTAMED PRO v6** [WB2+]
A superb demo of the newest version of the popular music sequencer/editor.
**U602 MAGIC EYE KIT** [3 DISKS]
This kit allows you to produce your own Mag Eye streograms. All you need here!
**U606 ESSENTIAL AMINET 5** [WB2+]
Jack the Ripper, GUI FTP, Tank, AD and mo
**U607 ESSENTIAL AMINET 4** [WB2+]
Assign Engine, LZX, Repack, The Player etc
**U617 HD GAMES INSTALLER III** [WB
Wow! The third release contains over 20 gam installers including: Beneath Steel Sky, Bum Burn, Lion King AGA, Naughty Ones ECS, Sensible World of Soccer, Shadow Fighters, Skidmarks 2, Super Stardust, Trolls and mor
**U618 TEXTURE STUDIO v1.02** [WB2
This is a new release from the guys behind In Studio - superb program for Imagine.
**U619 BALLS!** [WB2+]
NFA present a first class lottery program that the best we have seen for ages! Get this!
**U620 DYNAMICS AGA**
Dynamics is a demo of a paint program.
**U621 CHEATS v2** [WB2+]
Loads of cheats for recent games on here.
**U623 VIRUS WORKSHOP v5.1** [WB2
A superb demo of the newest version of the popular music sequencer/editor.
**U674 DIY REKO v2** [IMAGE FX 2] [WB2
This utility is unique: It allows you to create cardsets for Klondike by using Image FX 2.
**U675 FRODO v1.4** [WB2.1+] [020+] [1M
A new C64 emulator for WB2.1/WB3 users. Superb! Much better than the C64 Package c
**U676 DOPUS UTILS 2** [WB2+]
Just in! More utilities, buttons for Directory Op version 4 and the new version 5.

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## DEMOS

**D088 MADONNA "SEX" DIGIPICS [3 DISKS]**
*Madonna in all her black and white glory!*
**D112 AXIS "BIG TIME SENSUALITY" AGA [2D]**
*must be in the all time wanted list!*
**D122 COMPLEX "REAL" AGA**
*the best AGA demo from Complex*
**D130 FAILIGHT "LOVE" AGA [2 DISKS] [2MB]**
*another popular demo by Virtual Dreams*
**D135 POLKA BROS. "ARIEL ULTRA" AGA**
**D136 POLKA BROS. "GEVALIA" [1MB]**
*a superb non-AGA demo. Get this!*
**D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]**
*wow! This is great and lasts for ages*
**D148 URBAN "SOME JUSTICE '94" AGA**
*this has a superb soundtrack. Must be heard!*
**D158 REBELS "SWITCHBACK" AGA [2 DISKS]**
*one of the best AGA demos this month*
**D168 DUPLO "MY MAMMA IS A VAMPIRE" [2D] AGA**
*an excellent, very long demo from Duplo*
**D169 FREEZERS "WIT PREMIUM" AGA**
*The best AGA demo from November - get this!*
**D178 VIRTUAL DREAMS "PSYCHEDELIC" [AGA] [3 D]**
*voted 2nd at the party. Outstanding routines!* **[HD only]**
**D179 POLKA BROS. "THE PREY" [2 DISKS]**
*wow! The very best tunnel-sequence ever! Amazing.*
**D180 OXYRON "KILLING TIME" [AGA] [4 DISKS]**
*get this to see the 4096 colour "Rot-Zoomer"!*
**D183 IMPACT "IN A WORLD OF ASCII"**
*very, very original! Buy it and be impressed!*
**D185 POLKA BROS. "TWISTED" [4 DISKS]**
*loads of spot-on, great effects in this new demo!*
**D186 OXYGENE "INDIGO" [2 DISKS]**
*reasonable demo with a great tunnel sequence*
**D189 ANDROMEDA "NEXUS 7"**
*voted 1st at the Party 94! Absolute must!*
**D190 REBELS "WHAMMER SLAMMER" [AGA] [3 D]**
*Rebels produce superb demos! This is no exception!*
**D191 BOMB "MOTION ORIGIN 2" [AGA] [2 DISKS]**
*has the best Doom part ever! Irresistable demo!*
**D196 TRSI "THE CUBIC DREAM" AGA [2 DISKS]**
*Best demo this month. A definite must have!*
**D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" [2 D]**
*Winner of the Primavera party 95. Get this!*
**D204 TRSI "ANHALONIUM LENINI [AGA]**
*Quite a decent demo from TRSI, this time!*
**D207 FACULTY "MAN ON MOON" [4D] [HD] [6MB+]**
*Very good demo. It needs a lot of memory though!*
**D213 PARALLEX "DEEP" [2 DISKS]**
*won the Gathering '95 demo party in April*
**D217 ABYSS "DRUGSTORE" [2 DISKS]**
*not bad. Bit better than their previous attempt*
**D218 OXYRON "TEMPLE OF DECEASE" [2 DISKS]**
*quite a good demo all roound*
**D219 SANITY "ROOTS II" [020+]**
*superb! A complete version of "Roots" - get this! More routines, pictures, better modules and much more!*
**D220 ARTWORKS "GREEN DAY" AGA [3 D] [HD]**
*one of the best demos from recent months*
**D221 FREEZERS "DREAMWALKER" [2 DISKS]**
*A very good music disk from Freezers*

## GAMES

**GM11 MEGABALL AGA**
a very good (probably the best) bat and ball game
**GM41 TETRIS DUEL AGA**
probably the best Tetris program there is
**GM60 BAZZA AND RUNT AGA**
wow! This platform game is a must!
**GM67 BLACK DAWN II**
**GM76 SCRABBLE**
**GM78 STARWOIDS [1MB] [2 DISKS]**
thrust and oids mixed - very addictive game
**GM88 MONOPOLY v1**
**GM97 TOP HAT WILLY**
an Amiga "Jet Set Willy" rip-off. Addictive!
**GM105 DYNAMITE WARRIORS 2**
**GM118 CHANEQUES [2 Disks]**
yes, two please!! A Lemmings type game. Direct your little men (with different skills) to the end.
**GM123 MEGABLOCK V2**
one of the best Tetris games on the Amiga.
**GM125 KELLOGS LAND [AGA]**
WOW! The very best PD platform game ever!
**GM126 SUPER MEGA FRUITS**
a good Fruit Machine game.
**GM127 ZAXXON**
superb! The C64 classic now comes to the Amiga!
**GM132 SAMURAI SHOWDOWN [AGA]**
this is an amusing Street Fighter clone. Good!
**GM133 HYPER RACE [2 DISKS]**
another super-sprint clone. Multi-player racing.
**GM136 CYBERMAN**
wow! A 3D pacman clone. Very decent indeed.
**GM138 INTERNAL COMBUSTION**
great skidmarks-esque multi-player racing game
**GM141 MADHOUSE [2 DISKS]**
a graphical adventure game
**GM147 DELUXE GALAGA v2.51**
must be the best PD shoot-em-up ever made!
**GM148 CLASSIC PUCMAN**
classic Pacman as it was originally designed
**GM150 ROCKETZ V2.25 [AGA]**
superb AGA only 2-player thrust/shoot-em-up game
**GM151 INFECTION**
very hard to explain. 4-player game with playability
**GM152 JUMP 'UM**
guide Spud through the levels to reach his cheque
**GM153 BOING V3**
decent thing-on-a-spring type platform game
**GM157 MASTER BLASTER**
similar to Dyna-warriors - 2 player bomb game
**GM158 THINK A MANIA [WB2+]**
superb snap game with excellent graphics
**GM159 SIMPLE SIMON**
**GM161 OOZE AGA [2 DISKS]**
ooze is sooo addictive. 2 player infection game!
**GM162 OOZE ECS**
**GM164 CYBERGAMES [2 DISKS]**
excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain.
**GM165 PUNTER v1.0**
Animated horse racing betting game.
**GM166 GRAVITY FORCE 2**
**GM167 ACE THE SPACE CASE**
Top notch platform romp, commercial standard.
**GM168 SCAVENGE [WB3+]**
2 player split screen blaster set within a maze. Good graphics and extra weapons pick ups.
**GM169 MASH**
Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
**GM173 POWER WALLS**
a decent bat 'n ball game
**GM174 TANKS!**
excellent tank-war sim
**GM175 NICKY 2**
is a colourful platform game
**GM176 ALIEN GENOCIDE [2 DISKS]**
err. A Operation Wolf clone?
**GM177 ISLAND**
a little like populas - hotel type game
**GM178 DOOMER (AGA) (HD ONLY)**
a good Doom clone for the Amiga
**GM179 SLIDER AGA**
little puzzle game for AGA only
**GM180 CARNAGE**
blood, guts and gore and more!
**GM181 MASTERMIND**
**GM183 PSSST AGA**
remember Psst on the Speccy? Well this is the Amiga version!
**GM186 GLASSBACK II**
**GM187 FEARS 2 AGA**
wow! Much better. This is a demo of the finished commercial version! More aliens.
**GM188 CARD GAMES DELUXE [3D] [2MB]**
at last! A program that allows you load and use your Klondike cards! Blackjack and another on here
**GM190 BEETLE**
**GM191 CHILD MURDERER AGA [3D]**
not as bad as it sounds! A graphical adventure to solve the mystery to clear your name
**GM192 CHILD MURDERER ECS [2 D]**
ECS version of the above
**GM194 JET SET WILLY 3**
wow! Jet Set Willy on the Amiga - good conversion!
**GM195 BLOX [2 DISKS]**
this is a puzzle/jigsaw type of game
**GM197 SPRINGTIME**
Springtime is a superb puzzle game with excellent GFX!
**GM198 ALIEN BREED 3D DEMO**
**GM200 CATAPULTS**
**GM224 BATTLE DUEL AGA [AGA]**
battle duel is a SUPERB multi-player artillery type game. Aim your turret, choose a weapon and shoot a tank..
**GM225 BATTLE DUEL ECS [WB2+]**
ECS version of the above
**GM226 GLOOM AGA**
a demo of the decent Doom clone
**GM227 WAR OF THE WORLDS 4 AGA**
a virtual reality game on the Amiga?!
**GM228 KING HIGH**
**GM238 LAST LAP**
very good "overhead" racing game
**GM239 BOMB.**

## KLONDIKE III

These cardsets can be used within Klonidike II or III, and also loaded into the games on "Card Games Deluxe".

ART CARDS
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BORIS HAJIME CARDS
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SANDMAN CARDS
STARTREK "ORG" CARDS
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RETURN OF THE JEDI CARDS
DR. WHO CARDS
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BETTY PAGE CARDS
ELLE MCPHERSON CARDS
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PERIHELION GAME CARDS
STAR WARS CARDS
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RANMA CARDS
SAILOR MOON CARDS
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FACES 2 CARDS
ORIENTAL GIRLS 18+
BORIS VELLEJO CARDS
BIKINI CARDS
FRACTAL CARDS
DRAGONLANCE CARDS
RIPPING YARNS CARDS
SHERILYN FENN CARDS
LION KING CARDS
BEAUTY CARDS
ARCHILLEOS CARDS
HEROINE CARDS
CINDY CRAWFORD 2 CARDS
PHOTOCD CARDS
ELLE MCPHERSON 2 CARDS
STAR TREK "TNG" CARDS
SPACE CARDS
PRETTY WOMEN CARDS
NORMAL CARDS
FLOWERS CARDS
AMIGA ART CARDS
MARILYN MONROE 2 CARDS
ROSES CARDS
HIRED CARDS
ELLE II CARDS
PLAYBOY CARDS
KYLIE MINOGUE CARDS
DRAGONSLAIR CARDS
NIGHT BEFORE XMAS CARDS
NBA CARDS
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SHERILYN SEYMOUR CARDS
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**Klondike III [AGA] [3MB+] [HD] £3.96**

## MAGIC WB EXTRAS

These contain icons, backdrops, drawers and much much more! There is a Magic WB section on the Zoom CD with 20MB+ data - it contains all the extras disks and much much more! Ready to view, ready to copy to your hard drive.

| | |
|---|---|
| Magic WB Extras volume 1 | [2 Disks] |
| Magic WB Extras volume 2 | [2 Disks] |
| Magic WB Extras volume 3 | [2 Disks] |
| Magic WB Extras volume 4 | [2 Disks] |
| Magic WB Extras volume 5 | [2 Disks] |
| Magic WB Extras volume 6 | [2 Disks] |
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# CD-ROM SOFTWARE

## ZOOM

Active Software and Ground Zero Software, the leaders in the very latest Amiga public domain, announce the release of the best CD this year - ZOOM. Zoom not only contains the latest PD from all over the country, the Aminet and BBS sources it also contains some exclusive products which will appear on the CD before they appeared in our adverts or any other PD libraries advert. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Deadlock. Select the file you want to read about, read the information then click to de-compress! Easy as that. Over 500MB of data, (over 1.1 GIGs of uncompressed files) offering the user access to 1000+ of disks! Contains,

* The latest PD from December to June (all our current advert, previous adverts plus much more)
* Over 65 Klondike/Card Games Deluxe Cardsets
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* Some Exclusive and New AGA Slideshows
* Over 20MB+ of Magic WB icons, backdrops, drawers and more!

**brand new release - out 17th June £19.99**

## PHANTASMAGORIA

**professional backgrounds and textures**

Phantasmagoria are a professional graphics firm based in Bristol, Avon. They have provided textures and backgrounds for video, ray-tracing and image work for the last five years. Their entire collection, consisting of 520+ of 24Bit backgrounds and textures, is present on this CD-ROM. There are the very high quality 24Bit TIFF files for video, graphics and multimedia work and 256 colour GIFS for Scala and raytracing. No wasted space on this CD-ROM! For instance, no multi-graphics files such as Targa, PCX or even more obscure formats that are found on other texture CD's. You will not find many tools on this CD either. Picture viewers are provided for Amiga, PC and Mac computers.

INCLUDES FULL COLOUR REFERENCES FOR EVERY IMAGE

**out late June** **new** **£29.99**

## LIGHT ROM 1&2

**Volume One**
Light Rom volume one contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Produced by M.Meshew.

**Volume Two**
100% Lightwave/Toaster with over 300MB of data that didn't appear on vol.1. Collections of 3D models from various Lightwave artists including Kevin Lude etc.

Volume One £29.99 — Volume 2 £34.99

## GAMES CD-ROMS

**ASSASSINS**
All the first 200 disks are present on this compilation. All the games are ready-to-run from the CD - from an easy to use graphic user interface Another excellent CD!

**GAMES DELIGHT**
40 different Amiga games: Action, card games, strategy games. All the games on this CD-ROM are commercial, no public-domain. Works with the CDTV/CD32.

ASSASSINS £16.99 — GAMES DELIGHT £22.99

## GOLD FISH

**GOLD FISH I**
Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and has led onto these two gold compendiums. Really, you can't go wrong with these.

**GOLD FISH II**
Continuing the tradition this double CD brings you the very best PD releases from Fred Fish. All the PD is from Oct '93 to Nov '94 and is in archived and BBS ready-to-run formats. An excellent CD!

GOLD FISH I £23.99 — GOLD FISH II £24.99

## LIGHT WORKS £32.99

Light Works is a fascinating compilation brought to you by the much respected Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. This CD is ideal for experts and beginners in the world of raytracing: more than 100 rendered pictures and several animations demonstrate what is possible by using the objects. Demo version of Maxon Cinema 4D on the CD.

## 3D ARENA £21.99

A superb 3D CD that recently received 94% from Amiga Format! Contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Along with the objects there are attribute files, tutorials, utilities and a demo version of Real 3D v2.35. Superb 3D CD for all Amiga/PC users!

## GFX SENSATIONS £21.99

The Graphics Sensations CD-ROM is a collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users. For Imagine there are Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more! Lightwave users are treated to similar areas as well as a number of textures, tools, tutorials and over 240 Adove Type 1 fonts. All in all years of enjoyment!

## MEETING PEARLS 2

Similar to Aminet, with a custom written interface: 1MB of hard disk and scsi tools, 19MB of various tools, 25MB of terminal programs, 38MB of movie database, 18MB of modules, 40MB of developer tools, 10MB of midi programs and much more!

Amiga £8.99

## DEMO MANIA

Some of the very best Amiga mega-demos, extractable from an easy-to-use de-compressor.

Most of the demos come from 1994 and include Spaceballs "9 Fingers" and Axis "Big Time Sensuality".

Amiga £18.99

## INTERNET INFO

Loads of ASCII information files taken from the Internet. After I first looked at this I was reading for around 2 hours - non stop! Almost every subject is covered from computers to comics.

86% in Amiga Format.

Amiga/PC £18.99

## GIGA GRAPHICS

This is a quad-pack of IFF images from all over the globe. There are so many images in this collection that it will take you months to go through. Babes, outdoor, scenery, cities, people, general, fractals, and more. A must for any AGA Amiga user!

Amiga £34.99

## WS ANIMATIONS

A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

Amiga/PC £18.99

## CD BOOT v1

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game, storing joypad info etc. Comes with a complete English based manual and can run around 98% of CD32 games.

£27.99

## SOUND WORKSHOP

Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of megabytes of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

Amiga/PC £18.99

## HOTTEST 5

Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself.

Amiga £18.99

## AMIGA DTV

Many original textures start this CD-ROM. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Ligtwave, Imagine and Scupit. It also contains many up-to-date utilities such as Main Actor, Ham Lab, Fracint, Anim players and more.

Amiga £13.99

## ADULTS ONLY

This CD is a collection of the very best graphics tools, 24 Bit images, animations and a huge collection for Imagine users:

Please note that this CD is for Adults only. Signed, proof of age, declaration is needed for this purchase. 18+.

Amiga/PC/MAC £17.99

## 17BIT PHASE 4

This was the most popular CD in our collection around Xmas '94! Contains all over 17Bit Software's library from January to October 1994. All the files are DMS'ed and can be un-crunched from an interface.

Amiga £16.99

## UTILITIES 1-1500

The utilities"1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994).

Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more!

Amiga £16.99

## ULTIMEDIA

Ultimedia is a double-CD-ROM and contains megabytes of images, textures, sounds, animations, as well as IFF pictures, GIFs WAVs and FLICs.

Enough to keep any multimedia freak entertained for ages!

Amiga £22.99

## WS FONTS

Another popular Wierd Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

Amiga/PC £7.99

## WS CLIPART

Must be nearly third in the most popular ever CD produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain!

Amiga/PC £7.99

## LSD TOOLS COLLECTION

**LSD TOOLS 1**
LSD were "famous" for their excellent disk magazine and LSD Legal Tool compilations. This CD carries on this tradition of quality productions.... bringing you one of the best CDs from Autumn 1994.

**LSD TOOLS 2**
Contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but if you need that elusive utility then this is the place to look.

LSD TOOLS 1 £15.99 — LSD TOOLS 2 £16.99

## MULTIMEDIA TOOLKIT vol 2

Following on from the sucessful volume one, this comprises of 1.2 gigs of 500 new 24 Bit images of bakgrounds and textures, Ham 7, 256 and 16 colour versions included for Scala work. Octamed version 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects.

Also, 1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD.

**DOUBLE CD £27.99**

## PRO CLIPART 2 £18.99

This is a multi-format CD that contains data in IFF and PCX format for Amiga and PC users. Includes categories such as animals, boys, cultural, floral and natural, girls, holiday, literal, mythological, scenery, transportation and work images. Also bears, cats, dinosaurs, dogs, insects and horses and cultural images from Egypt, Japan, Native America, Polynesia and Persia. All in all one excellent clipart collection for Amiga/PC..

**Includes a 250 Page Book!**

## VISIONS

£21.99

## ILLUSIONS IN 3D £8.99

Did you think that a CD that contained stereograms would appear? Well, here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the objects needed to create the 3D "hidden" effect! Contains a number of programs such as Stereogram to produce the finished image as well as hundreds of source files in a myriad of gfx formats, 3D text images (before conversion) and 3D images (PCX, IFF, BMP).

## WANTED!

We want you to help us produce quality compact discs for the Amiga, PC and MAC computers. You could have an interesting idea for a CD yourself, some data you would like putting onto CD or a company wishing to publish a CD - get in touch!

## THE AMINET COLLECTION

**AMINET SET 1**

**AMINET 5**

**AMINET 6**

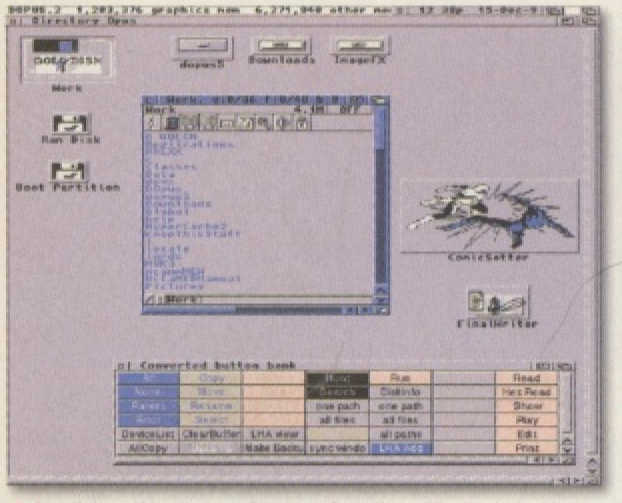
AMINET SET 1 £25.99 — AMINET 5 £13.99

# Directory Opus 5

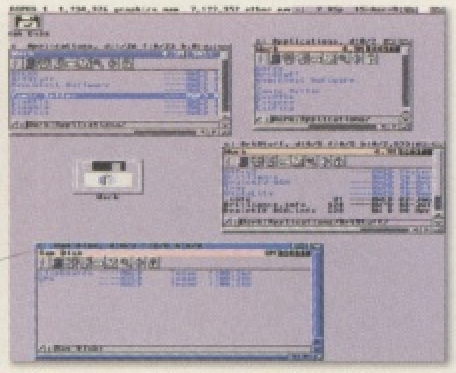
■ Price: £59.95 ■ Developer: GP Software ■ Supplier: Wizard Developments ✆ 01322 272908

AMIGA SUPERSTAR

**Directory Opus 4 went down a storm on our February cover disk. Now Version 5 has arrived, can it really be any better?**



▲ Any disk can have its own Directory Opus lister (like Work: in this picture), instead of a normal Workbench window.



▲ Dig deeper, and you can have listers for each directory within your disks.

*Directory Opus 4* was one of a kind. It's simplicity, power, and versatility won it friends and success around the world. It was such a beast that we covermounted a complete version of the program on our February 1995 issue. No wonder it shot to fame as the Amiga's best utility.

So when we heard the news that it was to be upgraded, more than a little excitement swept through the CU Amiga Magazine offices. I've now had six months to play with it in various beta forms. I've also spent several weeks checking the final release version and I have to say it's even better than I thought when writing the preview.

## Independence

*Directory Opus 5* (*Opus 5* from now on) works using a series of independent objects, all of which are separate tasks that can do their own thing while you work with other objects. The objects can be banks of buttons for controlling the program, or windows containing lists of files in disks and drawers. To give an example of this independent nature, imagine you had windows showing the contents of DF0, RAM and a hard drive. You could select something from the DF0 window, and copy that file over to the RAM drive window. Whilst it's copying you can go off and edit another file in the hard drive window.

But it gets better. In addition to basic file control, you can also display pictures and play sound samples. You can also process files in just about any other way you can think of. By assigning buttons to utilities and applications on your hard drive, you can make mincemeat of previously awkward tasks, such as unpacking archive files, converting file formats and so on. Batch processing is simple, as all you need to do is select a number of files before you hit the relevant button.

And it gets better still. While *Opus* can work as a self-contained program, it can also work with the Workbench or even as a complete replacement for Workbench. Any Workbench disk icon can have its contents displayed in an *Opus* window. This approach means that your screen can quickly fill up with lots of windows. This is one of the few problems of the new version. In the previous version you had just two listers (*Opus* refers to its windows as listers) and a bank of buttons along the bottom. All operations were carried out between these two listers. As a result you could use *Opus* 4 on a low resolution display (having only two listers to display).

With a 640 by 256 resolution screen, which many people will have, the *Opus* 5 screen can quickly fill up with masses of overlapping listers, which is messy, confusing and not nearly as friendly.

The whole set up of *Opus 5* can be completely customised. Every aspect of it can be tailored to your taste and needs. New banks of buttons can be created, the style of the listers can be, you can even put buttons and icons inside listers so you don't need separate windows for buttons, saving screen space.

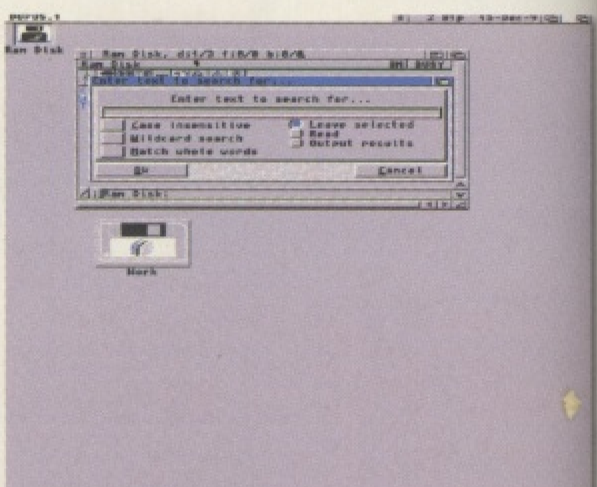
Existing *Opus* users will be pleased to hear that the configurability is just as good as the previous version, if not better. Heck, it can even import *Opus* 4 configurations, although it came unstuck once or twice when I imported some really complex configuration files.

## Amazing

*Opus 5* is astonishing. I know of no other program that takes advantage of the Amiga's multitasking capabilities in this way. Watching a lister simultaneously copy a huge collection of files from a download directory to a permanent hard drive drawer and a floppy for back-ups, while unarchiving an LHA file, and displaying a text file at once and one one screen is wonderfully impressive.

Its configuration capabilities also ensure it can grow with you and keep up as you use more advanced software. It's worth pointing out that you'll also get more out of *Opus* 5 as your knowledge grows because you find new and better ways of doing things.

However it's not all good news. In gaining the extra power it has lost a lot of its simplicity. You could easily use *Opus* 4 without referring to the manual, but you'll have trouble doing this with Version 5. This above everything else is the biggest weakness of



▲ Previously awkward search and find operations are made simple with Directory Opus 5's new features.

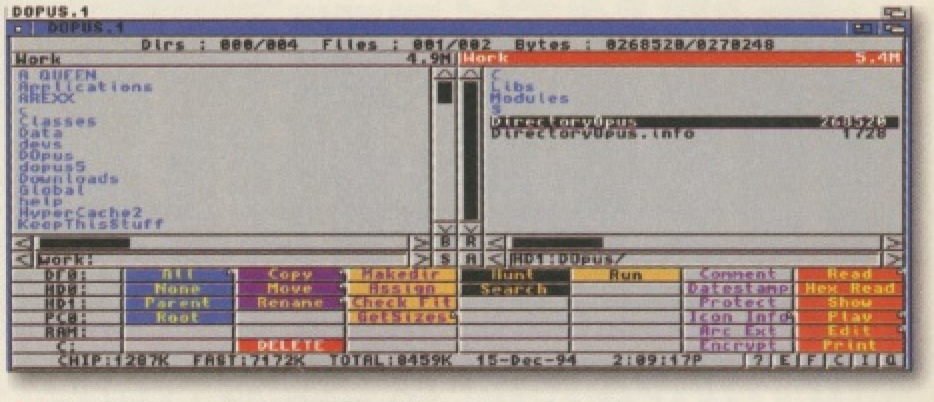
## What is Opus?

**Workbench was designed to be very friendly and allow new computer users to work with the Amiga without too much bother. The trouble with this is that all of the advanced features are tucked away and only accessible from the CLI (command line interface) window, which takes everything back to old fashioned MS-DOS style operations. *Directory Opus* was designed to over come this problem, allowing the complex operations to be carried out quickly and easily, without sacrificing the ease of use.**

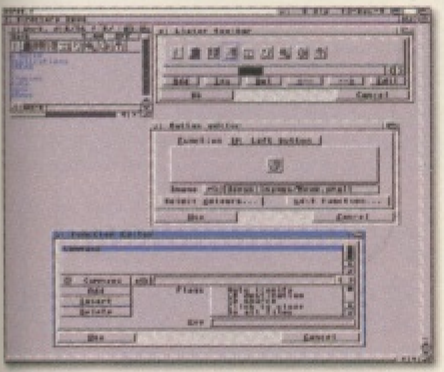
## The authoritative review

**Several other magazines have reviewed unfinished beta versions of the program. However, there are differences between the beta version and the one that's currently on sale (Version 1.1). These differences are as follows. Firstly, Version 1.1 includes a sound module playback facility. This wasn't present in the beta test issues. This plays *OctaMED 4* modules, but doesn't include every module format around and we'd recommend you get hold of *DeliTracker* (available from PD libraries) - which is much better. It wasn't included in the beta releases because GP Software didn't initially have rights to the one included with Opus 4 (that came from Innovatronics) so they had to write a new one – this wasn't done until the main program code was finished.**

**Next, a hard drive is essential, not optional. While the whole concept of *Opus*, even Version 4, assumes you'll be using a hard drive, *Opus 5* is the first version that will only work if you have one. This is made perfectly clear in the final release version but those using or reviewing beta versions may have missed this rather important fact.**



▲ The familiar DOpus configuration is still available, but takes a bit of setting up.



▲ The increase in power has had the adverse effect of making DOpus 5 less user-friendly.

the new version. The only way around this would have been for GP Software to supply the program with a simple default configuration, similar to Version 4, capturing the instant ease of use factor of the earlier release. This would, however, have meant that most people never used the extra power that the program offers – something like 85% of *Opus* 4 users never went beyond using the default settings. I can't think of a easy solution. Although I understand why GP Software took this route, it still doesn't make up for the fact that it's not as easy to use as the one on our January cover disk.

The extra power and versatility also take their toll on hardware. *Opus* is now a hard drive only program and to really get the most out of the program you need a monitor capable of supporting high resolutions. Neither of these are serious problems for anyone with a big set up, but they should be considered.

There are several other smaller niggles as well, such as the inability to scroll text file displays using the mouse buttons, but these boil down to personal taste rather than faults of the program.

This is an amazing program and about as good an example of what the Amiga is capable of as you'll get. If you use the CLI or *Opus* 4 on a regular basis it's a must have, but do read the manual. ■

**Andy Leaning**

### DIRECTORY OPUS 5

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

**system requirements:** 1Mb RAM, Workbench 2, hard drive.

**ease of use**......................89% Good, but initial configuration takes a bit of work.

**performance**....................97% Superb. No other program takes advantage of the Amiga architecture so well.

**value for money**..............94% Excellent. At just over £50 it's an absolute steal.

**OVERALL** An admirable follow up to the original Opus. **92%**

# Photogenics 1.2

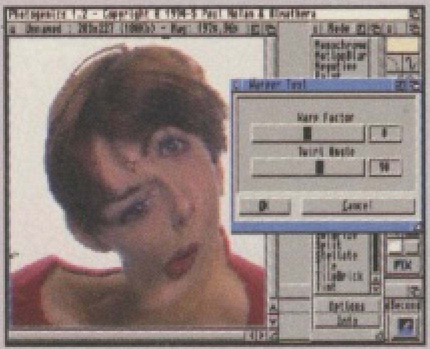
AMIGA SUPERSTAR

**■ Price: £59.95 (new) £15.00 (upgrade) ■ Supplier: Almathera ✆ 0181 687 0040**

If *Photogenics* continues to develop at this healthy rate, soon nothing will be able to touch it for 24-bit image handling.

The core program is perfectly suited to continual upgrading, as it's completely modular in design. New modes and 'filters' can be written and plugged straight in, and they have been.

New additions to the paint modes include some texturing tools such as cross hatch and jitter, which offset alternate rows and columns of the picture to various degrees, mirage, which adds a faint mirrored reflection of the image to the bottom of the picture, rub emboss, which embosses the pattern of the secondary picture onto the first, and a few others too.



▲ The new Twirl tool in action.

In the Loaders section, among the file formats such as JPEG, IFF and GIF, you'll now find one called *ProGrab 24*. Select this, and you can grab video stills from a *ProGrab 24 RT* video digitiser directly into *Photogenics*, which is extremely handy.

A new warp/twirl tool has been added to the toolbar. This allows you to drag out an ellipse over the image, and then stretch and/or twirl the area according to your settings.

Other additions include the print option, which supports any Preferences printer and also the Studio II colour management system. You can now paint directly to any graphics card that supports the Cybergraphics standard (such as Cybervision 64, Picasso II and Retina Z3) in either 15/16bit colour, or full 24-bit true colour.

You can now make use of the new HAM-6 rendering module, and the 16 colour preview mode, but you'll still need a 3.0 operating system.

There are plenty of other little additions and improvements through the program.

Anyone upgrading from 1.1 gets a whole new 150 page manual (which is so well written and organised it could convince you to start reading manuals again).

New users of course get the full package. *Photogenics* is a superb program, and an essential part of any serious Amiga user's collection. There's very little excuse to be without it.

For more info on the general workings of *Photogenics*, see the review of Version 1.0 in the February '95 issue of CU Amiga Magazine. ■

**Tony Horgan**

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

**91%**

# Scala MM400

■ Price: £299.00 (upgrade from MM300 £49.00) ■ Supplier: Scala UK ■ ✆ 01920 444294

**Scala, the ultimate video titling system is back – again. And this time it's armed to the hilt with new features.**

AMIGA MAGAZINE SUPERSTAR




▲ Scala's main Shuffler now works in full colour.

What impressed me most about the original *Scala* was how incredibly easy it was to use. Not only that, it came with loads of high quality backgrounds and fonts together with lots of exciting visual transitions. No wonder it's become the Amiga's most popular video titling and presentation system. That was a few years ago now. Since then it's been updated a number if times, but it still remains just as easy of use.

One of *Scala*'s most appealing new features is its support for stretchable Compugraphic fonts. Compugraphic fonts are stored as vectors, and so can be re-drawn at any size without becoming jagged around the edges. However, you'll need Workbench 2.1 for this feature.

Both the horizontal and vertical dimensions of Compugraphic fonts can be altered, so you can have tall thin ones, or short fat ones. Standard bitmapped fonts can also be stretched, but retain their original aspect ratio, stretching equally in both directions. It's a pity there are no scalable fonts included with the package. Still, there are a few supplied with Workbench and thousands more available on PD.

## Image formats

Another major change in *MM400* is the ability to load a variety of picture formats. Through the use of EXs (external modules) *Scala MM400* can now load BMP, FLC, GIF, PCX, TIFF and YUVN images as well as PCD pictures from Kodak's Photo CDs. It also supports Workbench 3 Datatypes, so any other file format can be loaded if you have the relevant Datatype.

Once loaded, pictures can be re-sized and saved as IFFs. The only problem is that when re-sizing pictures as backgrounds you can't lock the aspect ratio. As most pictures imported from the PC or Mac will not suit the Amiga's screen size, re-sizing them usually gives a stretched or squashed appearance. The only way around this is to load a blank background and then load your picture as a brush which can then be freely re-sized in any direction.

An extra advantage in loading odd sized pictures as a brush is that they can be automatically saved as IFFs but retain a link to the original file. The program uses the scaled image for speed, but if you need to change the size of the brush, the program refers to the original picture to ensure that it is working at the highest resolution.

## Thumbnails

If you're frustrated by the obscure filenames on many CD-ROMs, you'll be pleased to see that *MM400*'s file selector displays thumbnail images in full colour. You no longer have to load each individual file to view it, but can scroll though the file shuffler.

Amongst the other new EXs supplied are controllers for FrameMachine, VLab, Neptun genlock and CD32 audio/MPEG. Support for the Frame Machine and VLAB means that users can now grab a frame off video to be used directly in *MM400* as a background or brush.

*MM400* is available as an upgrade to *MM300* users, or as a complete package to new users. While low cost upgrades are always welcome and users only expect an addendum to their manual, new users deserve a little more. The manual we were supplied with contained MM200 documentation with an addition for MM300 users and another addition for MM400. Surely it's about time that *Scala* got down to rewriting the manual considering the price of the package? In all, though, *MM400* is a welcome addition to the *Scala* range and a worthy upgrade for *Scala* fans. ■

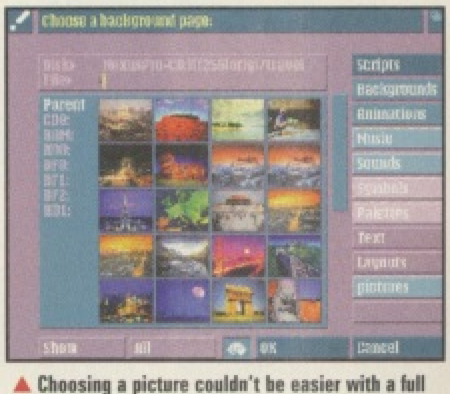
**Norman Harris**

## Previous incarnations

**SCALA HT100 – Also known as *Scala 500*, this was a cut down version of the original and now discontinued *Scala VS1.13*. The HT stands for *Home Titler*. It comes with a range of background pictures, clip art and fonts for the home videographer, and a range of text and background transitions. Does not support AGA screen modes. Currently included with the Amitek Fusion Genlock from Silica.**

**SCALA MM200 – Video titling and interactive presentation package. Comprehensive range of professional backgrounds, clip art and fonts. Supports playback of animations and sound samples direct from disk. Very large range of transition effects. New Shuffler interface shows thumbnail images of your pages. Includes EX modules to control a range of external equipment.**

**SCALA MM300 - Upgraded from MM200. Backgrounds can now be loaded as brushes and resized. Shuffler interface extended to file requester, showing thumbnails of pictures, animations and brush files on disk. Drawing tools allow lines, rectangles and circles to be drawn within the package. More extensive range of transitions.**




▲ Choosing a picture couldn't be easier with a full colour file requester.

## SCALA MM400

A500 | A500+ | A600 | A1200 | A1500 | A2000 | A3000 | A4000

**system requirements:** Any Amiga with Workbench 2.04 or later, 4Mb RAM, Hard Drive

**ease of use** .......... 95%
One of the friendliest programs you're likely to encounter.

**performance** .......... 85%
Performs well but still missing a few features like graduated fonts.

**value for money** .......... 00%
Expensive but nothing else on th market quite matches it.

**OVERALL**
It's the tops for video and multimedia work. **90%**

# Final Data 2

■ **Price: £39.95 or £9.95 for upgrade** ■ **Developer: Softwood ✆ 01773 836781**

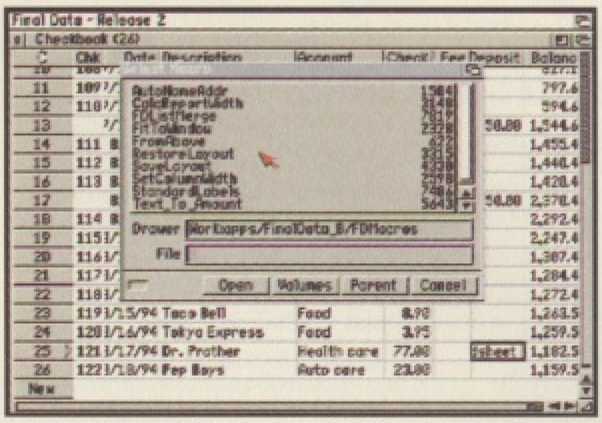
**Surfing on the waves of deja vu Final Data is back with a comprehensive update.**

One thing that's certain in life is that time marches on relentlessly. Another is that few pieces of software stand the test of time, even good ones like Softwood's *Final Data*. Despite gracing the pages of this magazine only six months ago, Softwood have already seen fit to release an update of *Final Data*, their laudable database program. If you're not familiar with the original version, *Final Data* uses a similar GUI to that featured in the excellent *Final Writer*. This is a very good thing indeed, the interface not only looks a treat, but is extremely user friendly and intuitive. In fact I'll stick my sizable neck out and say that Softwood have come up with the best Amiga interface that I've had the pleasure of using.

## New additions

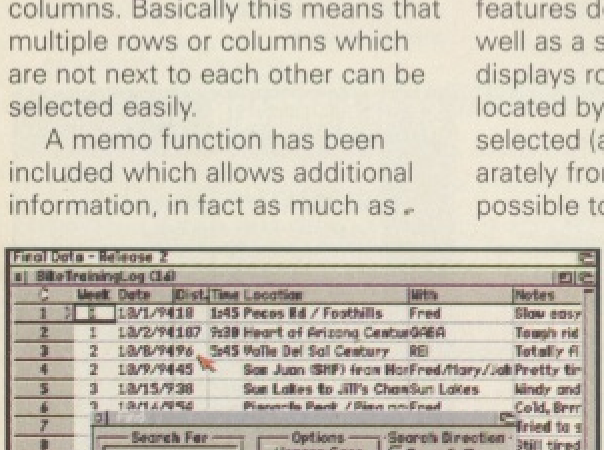
New features in version 2 include a database query requester that enables complex search criteria to be executed as well as non contiguous selection of rows and columns. Basically this means that multiple rows or columns which are not next to each other can be selected easily.

A memo function has been included which allows additional information, in fact as much as required, to be entered and comes in handy when regular column sizes aren't large enough to cope with the amount of information being entered. Meanwhile the updated views function now enables selected sort and search definitions to be saved. I found this particularly useful when drawing up a list of Amiga software to sell as I could say, group together all my flight simulations, print the list out and then save the file in case I required further copies in the future.



▲ With Final Data 2's inclusion powerful editing and configuration of the program is possible.

But hang on, the list of new features doesn't stop there! As well as a sublist feature which displays rows that have been located by a query or manually selected (and can be printed separately from the main list) it's also possible to have running calculation columns, so a database displaying a current account statement can be made to show the running totals of credits and debits for instance.



▲ Unlike many databases Final Data 2 has a very clean look. Trivial perhaps but your eyes will thank you after a few hours use.

## Organised

Like the original, *Final Data 2* at times still looks and indeed acts more like a spreadsheet than a database. Rather than keeping files on individual 'cards', as you would normally expect from a database, *Final Data 2* has a grid of rows and columns. Where the rows and columns cross they form small windows adjustable in size and it's here where data is entered. The database is created by choosing labels for each of the columns. So if you wanted to catalogue your CD collection it's likely that one column would be for the artist's name, one for the title of the album, another for the record label and so on. What I particularly liked about the program is that it checks the data as it's being entered and if the type doesn't match, say a string of numbers representing the catalogue number is entered in the label column by accident, the program will warn you. I imagine this type of feature is most useful for anyone who hammers in large amounts of data quickly.

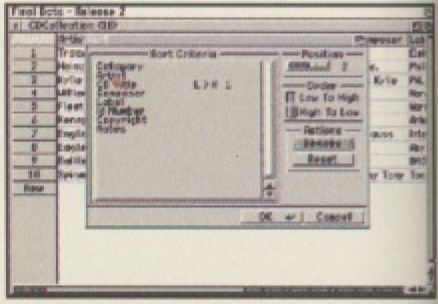
My only real fault with the program is it still lacks a complex find feature. To keep the CD analogy it isn't possible to hunt down classical CDs from the main CD list which have a value of over £20. It's either one search criteria or the other. Actually, that isn't strictly true. As I mentioned earlier it is possible to set up such find requests but doing so means a through dabble with the included *Arexx* macro language and I can't see that appealing to the majority of people out there.

## Nice and simple

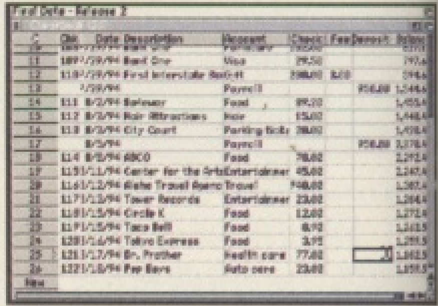
Still, if you're in the market for a database package that's easy to get to grips with and on the whole simple to use then I'd definitely recommend *Final Data 2*. Its clean look is easy on the eye and allows plenty of scope for multiple windows being open simultaneously and without clutter or hiding other windows. As John Kennedy mentioned in his review of the original product *Final Data* is ideally suited for anyone out there who wishes to catalogue their CD or computer game collections.

Although you may well have lived perfectly well without a database up to now you'd be surprised just how useful they can be. Why not find out for yourself with *Final Data 2*? ■

**Rik Skews**



▲ Final Data 2's sorting options are extremely comprehensive and very swiftly executed even with large amounts of data.



▲ New features in release 2 include a memo option and running calculation options.

**FINAL DATA 2**

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

**system requirements:** Kickstart 1.3 or higher, 512K RAM or higher.

**ease of use**.....91%
Final Writer users will love it. And so will everyone else.

**performance**.....85%
It's incredibly fast sorting is still very impressive.

**value for money**.....90%
An absolute bargain at this price, especially for upgraders.

**OVERALL**
Definitely one for list fiends everywhere! **85%**

# COMMODORE VIC 20 (plus)
## emulator + 30 top Vic 20 Game

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All games are on disk & run directly from disk. We have 2 versions available for the standard Amiga & special AGA for A1200-A4000. Please state Amiga when ordering.

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**This is the best very latest and still the best C64 amu for the Amiga. It fully emulate the C64 computer so you can play all the top C64 games, eg. JetPac, Rambo, Batman, AirWolf and many more on your Amiga. You can also even write any programme in C64 basic etc. Just like owning a real C64 computer.**




***All our C64 pack***
- *pack come on AMIGA disks*
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- *printed loading instruction*
- *print games list (essential)*
- *COMPATIBLE WITH ANY AMIGA*

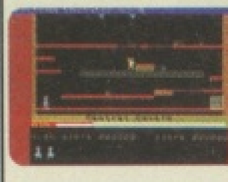
## C64 V3 & Games Pack

**C64 & 45 original games...£ 4.99**
**C64 & 100 original games...£ 8.99**
**C64 & 200 original games...£16.99**

**Note: All games have been fully tested and listed. Our existing 45 game pack which previous advert been replaced by this new 45 games.**

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With any Spetrcum pack, it is possible to play all the original Spectrum games. Beside play games you can write your own programme in Spectrum basic. Just like owning a real Spectrum computer.



All game pack come on Amiga disks ands run on any Amiga. Full printed loading instruction are included. Compatible with all Amiga. Special AGA version also included. All Spectrum pack contains different games.

## SPECTRUM & GAMES PACK

SPECTRUM & 50 GAMES PK1 ONLY £4.99
SPECTRUM & 100 GAMES PK2 ONLY £7.99
SPECTRUM & 200 GAMES PK3 ONLY £12.99

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Take SPECTRUM pack 1, 2, 3 & extra 50 new games FREE. Total 400 games for only £19.99

**NEW** New just release ZX SPECTRUM V1.6b & 1.6b AGA ran much faster can be add to any Spectrum pack for only 50p extra. For any Amiga except ka 1.3.

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**C64 & 45 games pack**
**Spectrum V2 & 50 games**
**Vic20 & 30 games**

***All 3 packs for only £9.99***

See description left for details of each pack. When ordering please State which Amiga you own so we can send you the correct pack.

(note: This offer cannot be used with our FREE disk token Offer only available with this token. offer end 15/8/95)

# PC

We now have the following pack for PC.

**All packs come with emulator**

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|---|---|
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| Spectrum 48k & 400 Games | £19.99 |
| AMSTRAD CPC & 100 games | £13.99 |
| ZX81 & 130 games | £11.99 |

When ordering you must State you own a PC
This is to avoid Amiga users from ordering the pack above

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improve loading & saving programs help stop damaged disks etc

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Buy 10+ disks & choose any 1 extra disk FREE, offer with token only

# AGA A1200/A4000

NOTE This AGA listing is for the A1200/A4000 ONLY.

AGA001 EXTENSION DEMO Stunning demo with fast landscape anim and a rotating city, still regarded as the best AGA demo
AGA002 FRACTAL GENERATOR stunning fractal in 256 colours
AGA003 WORKBENCH HACK many hack/toy/blanker etc
AGA006 NEW SUPER KILLER know & kill over 316 types of virus, must for all A1200 owner
AGA007 MINDWARP one of the very first demos for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) Simply the best A1200 card games with glomourous ladies as card faces 18+ only
AGA011 SLEEPLESS NIGHTS 3
AGA012 PLAN ET GROOVE truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) very playable INVADER clone set inside your computer. Loads of fun
AGA015 POINT OF SCALE Great A1200 only demos
aga016 chromes- Fairly good demo
AGA017 WORLD OF MANGA AGA (4 DISK) magnificent Japanese comic slide show includes Japanese Chick etc recommended. Still the best seller on the A1200 – brilliant
AGA021 MAGIC WORKBENCH Improve the look of your WB& add some function to your WB really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities like degrader etc. Not for beginner
AGA023 U-CHESS the best chess program games so far but requires 4 megabytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop for A1200 (not beginner) GIF BEAUTIES is one of the highest quality girl Pictures available (1-18)
AGA62 BODYSHOP 1 More of above
AGA64 BODYSHOP 2 (2D) More of above
AGA66 BODYSHOP 3 More of above
AGA68 BODYSHOP 4 (2D) More of above
AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
AGA90 ASSASIN A1200 FIX DISK 1 – brilliant collection of degrader hat should get most of the old A500 games/software to run on the A1200. A must for any A5 00 owner just upgrade to an A1200 – recommended
AGA091 ASSASIN A1200 FIX DISK 2 (new) like above but with new collection (different) degrader – recommended you buy both disks – super
AGA094 RELOCKIT V1.4 latest. Run A500 SOFTWARE
AGA097 A1200 UTIL – AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY on disk
AGA099 MADFIGHTER 2 brilliant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pics in Workbench
AGA102 AGA DIAGNOSTIC – NEW system tester
AGA103 BLACK BOARD AGA decent Imag processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA – can grab AGA screens
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. Leaves Atari users breathless
AGA114 SMELL LIKE CHANEL No5. Brilliant demo raytrace pictures ever released on the A1200
AGA121 M AGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL V1 AGA util compilation
AGA134 AGA UTIL V2 more AGA util compilation
AGA135 AGA UTIL V3 more of above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor
AGA138 MULTI BOOT – 4 various versions A500 EMU
AGA 139 WB3 HARD DISK PREF & INSTALLER installing WB3/pref/etc on the hard disk
AGA140 CROSS DOS PLUS V5.1read/write PC files
AGA141 FARRARI ART2 (2D) – load of Ferrari & ray trace
AGA142 SUPER LEAGUE3 – latest manager games
AGA144 SPEAK & SPELL – educational software for kids
AGA145 BIG TOPS (18+ only) Hmmm
AGA146 KELOG LAND – brilliant platform games – get – a must
AGA150 ACTION REPLAY V5 – NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour plates
AGA162 FATAL-BLOW new STREET-FIGHTER2 clone
AGA164 CINDY CRAWFORD Vol. 1 (2 disk) latest release
AGA166 INFESTATION (3 disk) The ultimated AGA demo
AGA170 CINDY CRAWFORD Vol. 2 (2 disks) amazing
AGA172 VIDEO TRACKER AGA – ultimate demo maker
AGA174 MAGIC WB EXTRA Vol. 1 & 2 (2 disks)
AGA180 GIF BEAUTIES Vol. (11-18) 8 more girl disks
AGA189 FRIDAY AT 8 other brilliant AGA demos
AGA190 ASSASIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FREENZE 2 player blasting + power up
AGA194 BIG TIME SENSUAL (2 disk) SPACE BALL 2
AGA200 MASQUERADE 2 disk brilliant puzzle games
AGA202 RAM JAM 94 it can be done (2 disk)
AGA203 EXPLOIT 2 DEMO new effect well done
AGA204 COMPLEX ORIGIN 2 disk aquires 2 disk drives
aga206 treasure of tutankhamun – education tool
AGA210 CHANEL Z DISK MAG (2D) A1200 disk magazines
AGA220 KLONIKE NEW CARD SET (7 disks)
AGA230 LOVE 2 disk – simply brilliant
AGA231 AGA UTIL 7 & 8 (2 disks) more util
AGA234 KNOTTY Stunning AGA sliding picture puzzles
AGA240 LOTTERY WINNER hopefully will improve your chances of winning a jackpot. GOOD LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18. We stock the entire collection of the AGA GAME GALORE each disk pack with quality AGA compatible games. RECOMMENDED
AGA251 PACKMAN AGA – the best pacmen yet
AGA252 ROCKET PD – Super thrust clone brilliant graphics for 1 or 2 player
AGA253 REAL DEMO stunning special effects
AGA254 DIRT AGA Brilliant 256 colour effects
AGA255 DELIGHT EXPLORE excellent demos
AGA256 KEFEREN AGA demo lots of effect
AGA257 MINOMOST RAVE great rave music
AGA258 OXYGENE Fantastic demos
AGA259 INTELOUT another very good demo
AGA260 SOME JUSTICE 94 demo of the month, brilliant whirl effect. RECOMMENDED
AGA262 TO THE DEATH very good STREET FIGHTER clone with very good graphic
AGA263 GEORGE GALAXO (2 disks) brilliant multi-level shoot/platform game. RECOMMENDED
AGA265 MISSILE OVER ZENON (2 disks) Brilliant 3D missile commander with fantastic graphics
AGA266 TEAM HOI DINO PLATFORM excellent dino platform. Note: this disk was a commercial game
AGA268 TEAM HOI SAGA. This Final chapter (3 disks). The ultimate in demo, comes on 3 disks
AGA269 RAYWORLD (3 disks) very impressive
AGA270 CREAM DEMO – lot of 256 Vector effects
AGA273 EMPTY HEAD lots of vector/ray trace
AGA274 MUSIC 2 SURVIVE 2 disks & excellent music master pieces. Well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2 disks)
AGA278 CHANNEL Z issue 1 (AGA) (2 disks) AGA base disk magazines. RECOMMENDED
AGA279 AGA Utilities including Cache X, Superduper V3, New Menu 2 etc. RECOMMENDED
AGA180 CHANNEL Z issue 3 (2 disks) AGA disk magazine – get the most out of Dpaint
AGA282 CHANNEL Z issue 5 (2 disks) AGA disk magazine topic. Demo/music
AGA285 WORKBENCH BACKDROP VOL (5) Stunning AGA backdrop for WB
AGA286 SPECTRUM EMULATOR V1.3 AGA Latest Spectrum emulator for AGA only

# NEW - TITLES

AGA306 ASSASIN FIX DISK 3-degrade util for run old software on the A1200/A4000s
U978 DELUXE PAINT 4 BUDDY SYSTEM- Get the most out deluxe Paint Instane Help & it even explain every every function/command in Dpaint in great detailed. RECOMMEND
U981 VIRUS CHECKER V6,51. The Very latest V-Killer
U962 DIRECTORY OPUS V4 add Extra Command
U963 MAGIC WB & MAGIC MENU ..Both Latest version
U969 POWER-CACHES Speed up disk loading,Accesses
U970 HARDDRIVE SECURITY II Large collection of HDsecurity programe eg Lockout2,Password & many more
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) Not WB1.3
U972 PAGESTREAM V3 F fix.Very Latest version
U973 CHEAT FOR 800 + GAMES, LEVEL CODE Cheat V3.3.(2)
U974 HD GAMES INSTALLER 2 install tops games to HD eg.ZOOL2, Rise Of the robot,Mortal Combat2 & many more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SLECTOR V1.4-Change Magic WB back drop
U977 MAGICWB ICON ARCHIVE (3) 1000's of MGwb icons
U979 ICON ACHRIVE(3) 1000's of normal Icon(any Amiga)
U980 VIDEO TRACKER 2 DEMO MAKER (AGA Ver also avail)
U981 VIDEO TRACKER-(5) Video module & effect for above
G898 ALIEN GENOCIDE (2) Shoot aliens set in space
G899 PUCKMAN. One of the better PacMan arround.
G900 SUPER-BATTLE ZONE.Vector Tank games(not WB1.3)
G901 M*A*S*H a sequence to ANTWAR play very similarto LEMMING & WORM but with load of Weapon (Brilliant)
G903 BOULDERDASH CAVE CONSTRUTION KIT (2) editor
G904 LAST SOLDIER (2) multilevel platform games
G905 CBBERTECH (2) exclient ALIEN BREED Clone
G906 HANGMAN New version of this popular HG games
G907 ACE SPACE nice Platform games
G908 COLOURMANIA slide/Klatriz type puzzle games
A430 JUPITER IMPACT. real Picture of the collisionof jupitor and the asteroid. Brillant *RECOMMEND
AGA295 DE-LUXE MONOPOLY- Board game.V addicted
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extreamly good to play
AGA298 ROCKET 2 set deep underground brillantgraphic. even better with 2 player
E25/AGA299 SCRABBLE-Now fully run on all Amiga
AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian MUMMY
AGA303 PAMELA.ANDERSON.(2) 18+ only BayWatch Babe
AGA304 BODYSHOP V8 (3) more bikini beauties
AGA305 TIMEZONE (2) V.Good graphic adventures.
AGA307 DENTAWOLF dooms demo
AGA308 NAXIS -Really show what AGA graphic co do
AGA310 FEARS (2d)- dooms clone demo
AGA312 JINX (2d) arcade puzzle type games.Brillant
AGA313 RAM JAM THE TASTE DEMO.very wicket demo.
AGA315 ILEX MYSTIC. New AGA demosD400 VIRTUAL WORLD DEMO.50 ALL NEW SPECTRUM GAMES (4).for SPECTRUM Emu
M060 DYNAMO (2D). Excellent music disk
M062 RAVE NATION -Another brillant music disk.
D360 SONIC THE HEDGEHOG. Brillant demo
E210 LEARN & PLAY 3 Latest Education & Games
E240 BARNEY THE BEAR GOES CAMPING (2d)Brillant teach your child about animals
E241 COMMS GUIDE V1.1Every thing you need know how to connectto theINTERNET & BBS. must for any Amiga owner.
U986 VIRUS-WORKSHOP V4.7-the best Virus killer
U987 GRAPHIC-CONVERTER (2D) most format cover
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -for making yourown compilation disk. amust for all amiga ownersutomatic boot disk. Must for every Amiga owner
U990 800+NEW GAMES CHEAT (2d)for any gameplayer
U991 PD-CATALOGUE CREATOR-for your own libaray
U992 SCIONS-Store & trace your family trees
U993 IMAGINE STUDIO V2.(2D) The best PD image(picture) processor available rival even thecommercial costing hundres of pound. (not k1.3)
AGA320 MAGIC-WB ICON CREATOR. up to 256 colour
E241 MATH ATTACK- Maths relate games for kids
E242 ANIMAL-LAND-Ideal for young kid. Execel
E243 PICTURE-MATHS-Maths program for kids
E244 APOLLO 2 (2d)-detail Mission of Apollo2
G910 HARRY-HADDOCK- Brillant platformer games
G911 ART OF BREAKING HEAD (6d) Massive MortalCombat clone( Not for kid). Not WB 1.3
G912 MANGLE FENDER -Brillant, Smash up othercar/tank ect to win. extremly addicted. get it
G913 ARCADE CLASSIC Vol 1 & 2 (2 d) collectionof all the all time classic arcade games. bril
GRAPE VINE 20 (2d)- the best disk magazine
G914 HELICOPTER-play like Desert strike
G915 COW WARS. Very addicted 2 player games
G916 ISLAND -Play like Monoply.
G917 MATCH (2d)-Very addicted memory game.
G918 FISHY FISHY. very good games.
AGA320 KLONDIKE 3 (3disk) Hd require & 2meg+we aslo have a list of 25 cards for above.
U981 IMAGINE STUDIO V2 IMAGE PROCESSOR.rival to commercial LP costing 100's £( (not 1.3)
U982 TEXTURE STUDIO. Render Various Texturefor use with Imagine 3 ect req FPU.(not 1.3)
U283 PRO-GAMBLES V2 must for all gamblers.
AGA321 HOT-BABE 1 (2)
AGA322 HOT-BABE 2 (2) Stunning model
AGA323 HOT-BABE 3 (2)
AGA324 HOT-BABE 4 (2)
AGA325 HOT-BABE 5 (2)
G919 COP THE LOT Pro Latest Lottery preditor
G920 LOTTERY PROFFESIONAL This version use the prediction from USA & Canada.

# BUSINESS SOFTWARE

U007 TEXT PLUS 2.2e easy to used word processor
U023 BANKING Home account program
U088 LABEL DESIGNER design your own labels
U087 CALV 1.2 Excellent Database prog. RECOMMENDED
U144 DESKTOP PUBLISHING The best PD DTP available
U128 BUSINESS CARD MAKER (not A1200) brilliant
U150 600 B USINESS LETTER very handy. Get it now
U811 BUSINESS CARD MAKER – can Print in colour
U101 DATA BASE WORKSHOP (2) brilliant PACK
U121 SPREAD SHEET Very easy to used spreadsheet
U183 QUICK BASE Very powerful Database. Easy to use
U112 RIM DATABASE powerful database + full DOC
U195 AMIBASE – Professional II The best database yet
U227 TEXTRA Can edit several documents at once
U239 FLEXI BASE Small easy to operate database
U256 PENNY WISE very powerful database
U297 VISICALC Great database lots o functions
U356 TEXT-ENGINE V3.4 – full feature wordprocessor
U343 LITTLE OFFICE – database/wordprocessor/spreadsheet
U345 HOME BUSINESS JOURNAL – easy to use database
U357 BON APPETIT DATABASE many receipt
U364 HOME ACCOUNT – Account program
U368 AMICASH regarded as the best account prog. Excellent
U369 JOURNAL full feature account program
U385 LORAN NOTE BOOK database & world map
U390 DATA BASE compilation – best sell to date
U398 MORTGAGE CALC calculate mortgage repayment rate etc
U426 MONEY PROGRAM very good account program
U437 ACCOUNT MASTER V2.8 new account program
U520 HOUSE INVENTORY – ideal for home insurance
U559 ADDRESS PRINT V2.1 store & print addresses
U567 TEXT-PLUS V4.0 pro requires HD & 2meg
U661 TEXT ENGINES V4.1 latest 36,000 word spellchecker
U686 INVENTORY 2 details of home contents, for insurance
U712 EDWORD PROFESSIONAL truly the best wordprocessor
U722 EASYCAL + massive spreadsheet max 92583 cells
U756 PAY ADVICE ANALAZER – money prog.
U802 ADDRESS PRINTING print addresses on labels
U869 PAY ADVICE V3 account program
U810 LABEL MAKER – print labels etc. new
U900 THE MONEY PROGRAM – Accounts
U901 LOANS ACCOUNT
U954 ONFORM One of the best Invoice makers
U959 ACCOUNT MASTER V2.2 (latest) program
s up to 1000 entries per account

# 100 TOP DEMOS

**The Largest collection of demos ever released this pack contains over 100 top demos, Must for all Demos. Our top seller ....... RECOMMEND**

**Only £7.95 suitable for any AMIGAS**

# Special Packs

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***ALL PACKS SUITABLE FOR ANY AMIGA SYSTEM***

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Brilliant collection of the best board games eg, SCRABBLE (new), Monopoly, Chess, Dice, Dominoes, Clue etc Much too many to list

## Arcade Games Pack 2 (5 disks)
Collection of the very best classic arcade games EG.centipede Space Invader, Pacman, ect & many more. RECOMMEND.

## Card Games Pack 3 (5 disks)
Carefully pick the finest card games like Poker, Spade, Bridge, Blackjack, Pontoon, Solitare, Klondike ect & many more

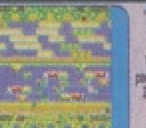
## Puzzle Games Pack 4 (5 disks)
5 disk pack with quality puzzle games like Simon, Rubik Cube PuzzWord, Picture Puzzle & many more. Much too many to list

## Mini Workbench Games (5 disks)
One of the most interesting packs. 5 disks crammed full of unique tiny but perfect replica games, a bit like playing on the Game Boy. It can be extreamly fun to play a tiny game like Pacman, Tetriz ect. RECOMMEND

# NEW 101 Games Pack 3

The very latest games pack. This pack contains over 100 of the very top games. includes some of the very best Games ever released on PD. All games are selectable via menu A must for all Games players

**Suitable for any Amiga**
**only £13.99**



# 101 GAMES 2

**PRICE ONLY £12.99**

This is the very latest all new 101 games compilation pack 2 containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Much too many to list.

COMPATIBLE WITH ALL AMIGAS

All games are selectable from an easy to use menu & most games come with full playing instructions

# 101 GAMES

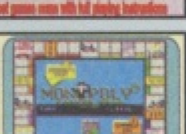
**PRICE ONLY £10.99**

Brilliant collection of over 100 of the very best of PD games includes INVADER 2, Tetris, Monopoly etc. Much too many to list. Very easy to use menu system. Most games come with full playing instructions.

MUST FOR ANY GAMER PLAYER

COMPATIBLE WITH ALL AMIGAS

All games are selectable from an easy to use menu & most games come with full playing instructions




**°Special offer. 200+ games only 19.99**

See description of 101 Games pack 1 & 2 above for details. Limited offer

# LITTLE OFFICE 2

New Release includes
550 Business Letters
Word Processor
Calendar
Name & Address Database

**All this for only £1.99**

***COMPATIBLE WITH ALL AMIGA***

# Harddrive & disk drive space doubler

Epu V1.6 this doubles the size of your HD or DISK Drive storage capacity. RECOMMEND

U571 EPU V1.6 only .99p
SUITABLE FOR WB2/3




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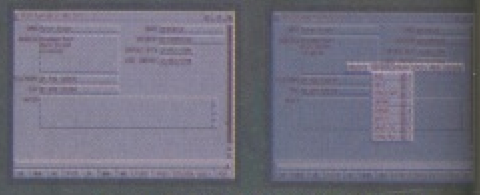


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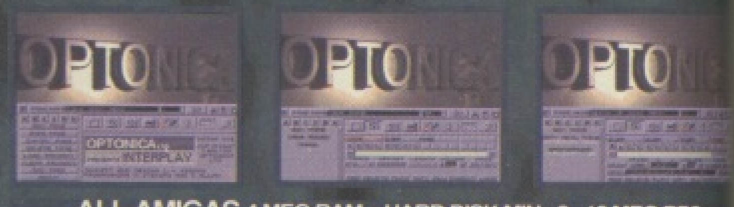

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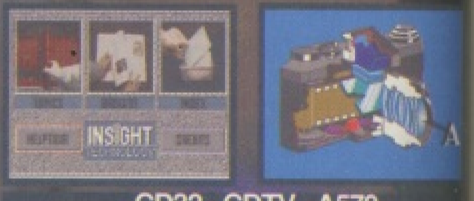
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# 10 Out of 10 German

■ **Price: £25.95**

■ **Supplier: 10 Out of 10 © 01142 780370**

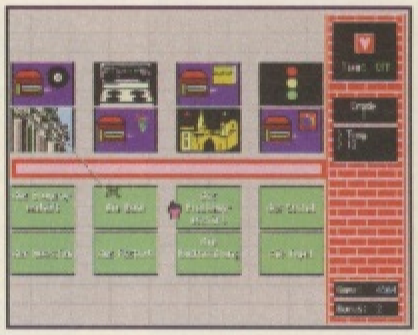
Suffering from an unrequited love affair with my French teacher, I was interested to see what *10 Out of 10*'s German tutorial software could do for me.




Match a picture and a word and the cat will do a widdle (joke).

*German* is designed for anyone aged eight years or older, specifically for those on key stages three and four of the national curriculum and those revising for GCSEs. It's a collection of six games, with the emphasis on vocabulary. In most cases, the player is asked to match up pictures to words. For example 'ein Ei' must be matched to a picture of a fried egg ('ei' being the German word for egg of course). Let's take a look at the games then. First up is a game called *The Cat*. A fat cartoon cat stands in the middle of the screen waving his paw at you, while words appear one by one below him. Pictures of various objects scroll up and down the sides of the screen. The idea is to click on the picture that matches the word. The trouble here (and in all of the other games) is that the pictures are so badly drawn that it's hard to know what half of them are supposed to be. For example, there's a yellow oblong with a white bit at the top, various coloured blobs, and a thing that looks like a French cheese. To be fair, most objects are recognisable, but there are plenty of mystery items in there.

Other games include *Ski Lift*, in which you're presented another small picture, and given three choices of word to match it to. There's a yeti sitting in a ski lift, and the object is to stop him reaching the summit by answering the questions correctly. *Word Search* asks you to pick out German words from a grid of letters. *Partner* is another 'match the picture to the word' game. *The Wall* is probably the worst *Breakout* game you've ever played, in which you break through the bricks to hit pictures that correspond with certain words. *Stones* is a counting game.



The games are too simple to be of any benefit.

*10 Out of 10 German* is presented as if it's aimed at very young children, but hopes to appeal to GCSE students. Frankly I can't see it happening. The production values are off-putting, with nasty, ear-piercing sound effects and messy little graphics. The games themselves are tedious, mainly due to their acute simplicity. It will benefit anyone who has the time and patience to sit through it, but surely the idea of using a computer for learning is that it's more fun, more interesting and more inspiring than using traditional methods? Back to the drawing board methinks. ■

**TH**

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

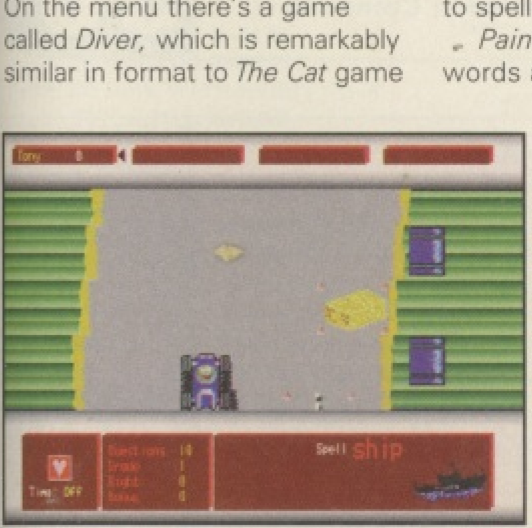
**45%**

# 10 Out of 10 Structured Spelling

■ **Price: £25.95** ■ **Supplier: 10 Out of 10 © 01142 780370**

*Structured Spelling* is from the same camp as *10 Out of 10 German*. It's aimed at anyone aged up to nine years. On the menu there's a game called *Diver*, which is remarkably similar in format to *The Cat* game from the German software. A word appears in the middle of the screen, while various letters scroll up and down either side. The player has to 'spear' the correct letters to spell out the word.

*Painter* presents you with two words and asks you to match letters that appear in both words by painting them the same colour. The remaining letters also have to be painted different colours before you can move onto the next set of words.




*Astroword* is the most appealing of the games, and has you guiding a teddy astronaut around the screen, homing in on the area containing a word that describes a picture at the bottom of the screen.

*Keeper* gives you five objects descending the screen. You have to click on each one as its name appears below, in order to stop them reaching the bottom. *Go Cart* is a pathetic attempt at a car racing game, in which you drive along a vertically scrolling road, bumping into letters to spell out words. Finally there's *Driller*, in which you guide a drill through the earth to one of four pictures at the bottom.

Compared to a straight spelling test, a game of *Structured Spelling* would be more appealing, but not much. The producers have put a lot of thought and time into the system, but the bottom line is that the games needed to be much better to create a sense of fun. However, they are more like poor 'type in' Spectrum games from the 80s. A bit of a let-down, really. ■

**TH**

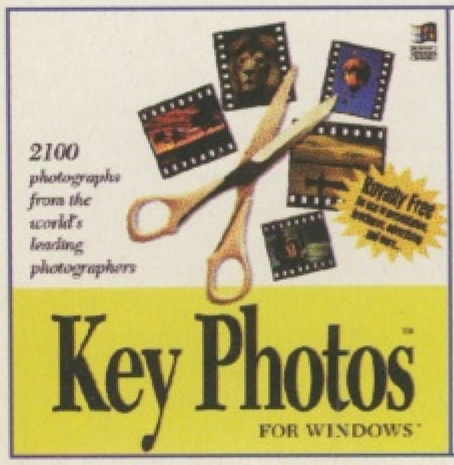



Astroword is probably one of the better games.

CD32 A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

**47%**

# CD-ROMs




## Key Photos for Windows

Now that many Amiga programs can access various different image formats there's no need to restrict your CD-ROM collection to Amiga specific discs. Key Photos for Windows contains around 2,100 photographs from what it claims are the 'world's leading photographers', although those included here aren't' necessarily examples of their best work. Although the CD states that the images are stored in both BMP and TIFF format, all the files on the disc appear to be 256 colour TIFFs. The photos have nonsensical names such as '85020045.TIF' and the names of the directories only loosely describe their contents. For instance in the 'Fashion' directory there are a couple of photos of market stalls.

However, the sheer number of photos on the CD ensures that there's something to suit everyone.

**SoftKey International (UK) Ltd, 21 Inner Park Road, Wimbledon Common, London SW19 6ED. Tel: 0181 789 2000. Price £14.95.**

AMIGA MAGAZINE **65%**




## Animal Kingdom

Animal lovers will find some excellent photos on the Animal Kingdom CD. Forget the fact that the software on the disc is designed for Mac or Windows users. Provided you have the software to read BMP, TIFF or PICT images then there are 100 pictures of animals for you to enjoy. All the images are stored as 256 colour BMP and 24-bit TIFFs and PICT files. Covering a wide range of animals from wildebeest to wapiti the quality of the pictures is outstanding. To add a bit of atmosphere the CD also contains both WAV and VOC audio files. Unfortunately, not the animal sounds themselves, but background music designed to complement the pictures. The only criticism I have of the disc concerns the naming of the files. Surely the logical filename for a picture of a lion is 'lion', or is that too much to ask? Nevertheless an excellent way to go on safari.

**SoftKey International (UK) Ltd, 21 Inner Park Road, Wimbledon Common, London SW19 6ED. Tel: 0181 789 2000. Price £14.95.**

AMIGA MAGAZINE **75%**




## Super Bundle

How does a 10 disc set of top quality photos and audio files for around £30 grab you? The catch is that you need to convert the pictures from BMP, TIFF or PICT files (not too much of a problem these days) and the audio files from WAV or VOC format. *OctaMED 6* (cover disk demo May 95 issue) will handle the audio conversions for you. The good news is that by shopping around you might even find the bundle being sold as low as £12. The discs include batik designs, business backgrounds, full bloom, jets, majestic places, money, props, vintage aloha, wild places and worldview. Although each CD only contains 100 photos and 100 audio files they are all top quality. All can be used royalty free in print or multimedia productions, so there's no danger of infringing anyone's copyright. Whichever way you look at it, it's excellent value for money.

**SoftKey International (UK) Ltd, 21 Inner Park Road, Wimbledon Common, London, SW19 6ED Tel: 0181 789 2000. Price £29.95.**

AMIGA MAGAZINE AMIGA SUPERSTAR **90%**




## The Second (and third) AMUC CD

This one turns the tables on the other CD-ROMs on this page. It's primarily for use with the Amiga, but has been compiled so as to be compatible with the PC. It's a two-disk set with data taken from the Canadian AMUC Express BBS. Rather that limit the CD to one particular area, the compilers have included a wide range of software and data, including utilities, demos, clipart, fonts (bitmapped and structured), IFF and JPEG pictures, animations, music modules and sound samples, 3D objects, text files and miscellaneous bits and pieces, sourced and uploaded onto the BBS from right around the globe. Search utilities are included to make it easy to track down specific files. Most of the data is included in compressed LZH, LHA and DMS formats. At this price it's a steal, especially considering you get two CDs for your money.

**Available from: AMUC, PO Box 34230, #19, 1200, 37 St SW, Calgary, Alta T3C 3W2, Canada. Price: £16 plus £2.50 post and packaging.**

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❑U326 ASI fix disk 2
❑U387 AGA Icon Editor
❑U390 1200 Final Test
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❑D298Ozonebonzmix(2)
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❑D300We will smashyou
❑D301 Cubic dream(2)
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❑D303 In a world of ascii
❑D304 Lech demo
❑D305 Response
❑D306 Melchior (2)
❑D308 Hopefully dead
❑D258 Wit Premium
❑D291 Jammin
❑D290 Footsteps
❑D283 Dreams 3 (2)
❑D284 Impos/poss(2)
❑D285 AnhaloniuLewini
❑D000 In a world of ascii
❑D000 Cubic Dreams(2)
❑D254 Apex Datsy
❑D250 Switchback (2)
❑D249Twisted Minds
❑D251W/slammer (3)
❑D280 Imagine
❑D282 Ninja
❑D254 Motion Bomb (2)
❑D273 Shakka Lakka
❑D272 Explorer
❑D247 Pee Wee
❑D255 Soul Kitchen (2)
❑D264 Roots
❑D263 Nexus 7
❑D256 Killing Time (4)
❑D286 Twisted(4)(6meg)
❑D252 Prey (2)
❑D222 Love (2)
❑D232 Some Justice 94
❑D235 M/Overdrive2 (3)
❑D291 Fatal Morgana
❑D207 Ray World (3)
❑D171 Full Moon
❑D124 MindWarp
❑D145 Point of Sale
❑D169 Explicit 2
❑D171 Final Chapter (3)
❑D1979 Friday at 8
❑D208 Mini Omistan
❑D210 Vital
❑D216 Artifi/ Paradise (2
❑D241 Lame
❑D240 I Feel Good
❑D220 Brain/ S In A Box

## DEMOS

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❑D268 Bloom
❑D231 Polka no name
❑D230 Polka gevalia
❑D129 Trojan track
❑D138 Clarevoyance
❑D104 Retina euro
❑D109 Claustrophobia
❑D041 Mayday
❑D179 Subliminal xtc (2)
❑D098 Mobile spaceballs
❑D089 Lethal exit
❑D180 Satisfaction g/teed
❑D196 Sequential
❑D218 Oxygene cuzzo
❑D242 End of misery (2)
❑D244 Essential classics
❑D222 Love demo (2)
❑D289 Zootje
❑D161 9 Fingers (2)
❑D038 State of the art
❑D157 Skizzo 2 (4)
❑D162 Sanity Arte
❑D175 Wind it up
❑D135 Dream Trippin
❑D040Jesus On E's (2)
❑D143 Vomit
❑D274 Despair
❑D275 Among the living
❑D281 Abberations (2)
❑D183 Asthetica
❑D195 No refund (2)
❑D203 Subtle shades
❑Metallica (justice)(2
❑Metallica (puppets)(2)
❑Metallica (lightning)(2)
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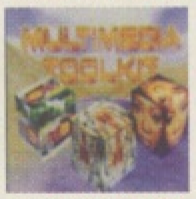

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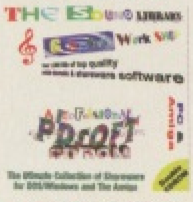

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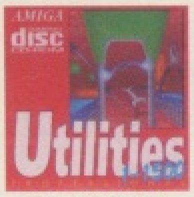

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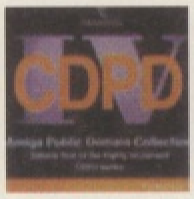

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# PD Scene

**Games, demos, weird stuff. Who needs Channel 4 when you've got public domain software, asks David Cassidy?**

## Temple Of Decease
### AGA demo





The main criticism of this Oxyron production is that most of the effects are shown in a small part of the screen, surrounded by a fairly plain border. Although this may be done primarily for presentation reasons, it just makes it look as though they're compensating for slow code. Whatever the case, the range of effects are good, including phong vectors, vector balls, a very nice animation sequence, 'relief feedback' on what looks like BOBs (!), texture-mapped opaque and transparent polygon objects and a spinning RGB vector effect. The music is not synchronised to the action very well but it's nice. And that's all there really is to say about this demo – nice. There's nothing outstanding to distinguish it but nevertheless it's worth a gander.

**Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel:01922 710985. Price: £1.00 plus 50p post and packing.**

**76 %**

## Roots 2
### demo

DEMO OF THE MONTH

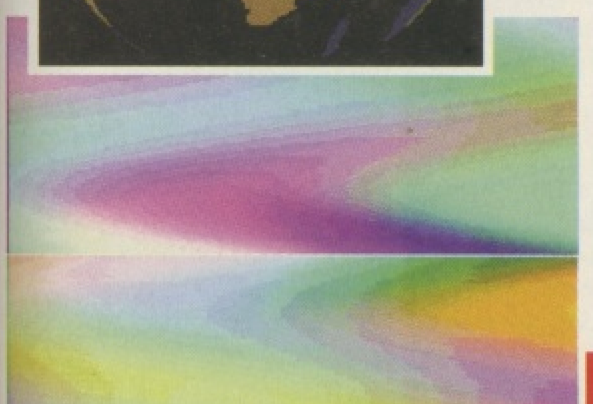


Sanity have produced some of the most outstanding demos on the Amiga.

Fortunately, this production is no different. The original Roots was released a long time ago (at The Party 3 in December '93) in an unfinished form due to the time restrictions of the party. Now, it's in its full form, with nine pictures, 19 effects and two modules – all on one disk! The question is, where to start? Gouraud shadowing on a psychedelic background, brilliant zooming, rotation and perspective effects on pictures, morphing vector tunnels & globes, distinctive graphics, plasma screens and much more! This is all accompanied by music which blows you away and, in the usual Sanity style, syncs with perfect action .

Everything about this screams quality; it's got that edge which sets it apart from the usual bunch. Plus it's not AGA. You do need a 68020 or higher but all this is done in OCS/ECS modes! If you want to see how demos should be done, get this.





**Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £1.00 plus 50p post and packing. Requires 512K Chip, 512K Fast RAM, 68020 processor.**

**92 %**

## Drugstore
### demo



**It's not often nowadays you get good demos which don't require the AGA chip set but this month we have two! This one, from Abyss, features the usual demo fare but with subtle twists which give it that edge. There are dot-mapped pictures, plasmavectors which make boxes split and morph, the age-old sine scroller in a circle which then displaces a picture into a wave and clear vectors that magnify the picture beneath.**

**The second part is better still, as the music changes into a thumping house track, with a 'tribute' (rip off) to "Brainstate In A Box". But remember, that demo needed AGA – this doesn't. Spline tunnels and dot landscapes round off the ensemble to good effect. Dust off your A1000 and slap this in!**



**Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £2.00 plus 50p post and packing.**

**87 %**

## Fears
### One level AGA preview



**We are all well aware of *Doom* on those PC (spit) thingies, and coders on the Internet have been busily beavering away for ages trying to get a similar game onto the Amiga. This, it seems, is pretty much as close as anyone's got so far (if you saw our preview of the full game last month you'll know what I mean). In this demo level you scour around the maze in first-person perspective, blasting away at the nasties that appear, solving puzzles, collecting treasure and basically having a pretty fun time doing it!**

**It feels extremely smooth – the graphics don't jerk around and they're in a fairly decent resolution. The final version promises many more levels and much more difficulty; this demo is easy to to finish. With those extras added, Fears promises to be a damn fine game.**

**Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool, L37 3PX. Tel: 01704 834335. Price: 75p plus 75p post and packing.**

**91 %**

## Das Omen
### AGA demo



Often, for me, it's the music that makes demos. With this one C-Lous have provided a nice dancey track which keeps your interest on the screen as it flows along. However, this can't make up for the lack of effects, even if those which appear are nice. Expanded animations and the usual Gouraud and vector objects appear, plus some fantastic picture manipulation, such as those seen in Virtual Dreams' "Full Moon". It's decent, but not prize-winning material.



**Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.00 plus 50p post and packing.**

**79 %**

# Disk Magazines

## Cyberpunk Now issue 4




Most disk mags arrive with a flashy user interface and all manner of twiddly bits. *Cyberpunk Now* breaks with this tradition and presents you with the basic Workbench. The quality of writing is not lacking though: a lot of the articles are taken from the Internet, many being FAQ (Frequently Asked Questions) files, but there's a good range of original fiction and short reviews of films and books, too. The quality of the pictures, however, leaves a lot to be desired. The featured material and grab quality aren't very good, and neither is the single (old) Tobias Richter animation contained in this issue.

That said, this magazine would have real potential if more original articles were put into it and the quality of the presentation was increased a little.

**Available from: Asgard Software, 20 Langdale Road, Flanshaw, Wakefield, WF2 9EW. Tel: 01924 363059. Price: £2.00 including post and packing.**

**68 %**

## D.I.S.C. issue 10




Whereas Grapevine has a wide scope of subjects, D.I.S.C. throws them in more as an afterthought. For scene stuff, though, it's quite good. The problem is that the scene is essentially a very shallow thing! The interview with Mr Hyde/Andromeda is quite good and there are other interesting bits and pieces, but it's not something you'd come back to time and time again to look through, unlike *Grapevine* which has some articles which you could enjoy repeatedly.

**Available from: Mon PD, 9 Lon-y-Wylan, Llanfairpwll, Ynys-Mon, Gwynedd, LL61 5JU. Tel: 01248 714591. Disk No.: AM006. Price: £1.00 plus 50p post and packing.**

**50 %**

## Grapevine issue 21



Even with Pazza stepping down from the editorship of GV, the quality remains. However, whether you enjoy disk mags depends a great deal on how much you enjoy 'the scene'. A lot of what's contained here, and in the others, is to do with which groups, artists, and musicians are the best, debating 'why is the scene dying' endlessly, and rambling on about why Commodore is/was so awful. Yet there's more to *Grapevine* than just that.




There's also humour, tips on coding and games, discussions about football, booze, famine (there's even a proposed solution!), 'do women ask for it?' (no is the answer there boys, according to *Grapevine),* God, the Tories, astrology, drugs, original fiction and humour, plus stacks more. Some of the articles are a bit shaky, but the spirit is there.

The two disks are packed and the music and interface are superb. Next issue promises to go AGA only and have multitasking capability. *Grapevine* achieves what it sets out to do – serve the Amiga demo community a variety of interesting material.

**Available from: Mon PD, 9 Lon-y-Wylan, Llanfairpwll, Ynys-Mon, Gwynedd LL61 5JU. Tel: 01248 714591. Disk No.: DM0616. Price: £2.00 plus 50p post and packing.**

**87 %**

# Dreams of Flying
## Music demo

**Six tracks of OMD and New Order-influenced music are on this disk from Mark Nottingham. They're all in OctaMED module format, and can be freely loaded into OctaMED for further perusal. Sound quality is good throughout, and mellow melody fans would do well to check it out.**

**Available from: Seasoft Computing, Unit 3, Martello Enterprise Centre, Courtwick, Littlehampton, West Sussex, BN17 7PA. Price: £1.50 plus 50p post and packing.**

77 %

# Reservoir Dogs
## AGA demo

Brazzle Atkins is obviously a big fan of Reservoir Dogs, as this tribute to the movie proves. It's a four-disk, 6Mb demo consisting of digitised stills and sound bites from the film. Occasionally some of the graphics are animated through a few short frames. The sound quality is a bit rough, but adequate, and the graphics are clean enough. The trouble is that it's seems rather pointless. As a piece of Reservoir Dogs memorabilia, it's OK, but it would be cheaper and far more entertaining to just hire the video.

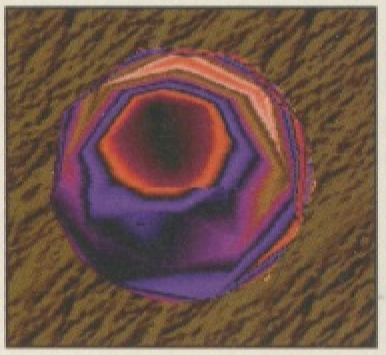




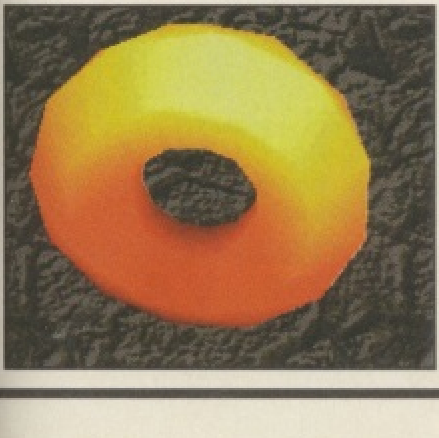
**Available from: Freestyle PD, 18 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £4 plus 50p post and packing.**

40 %

# Lech
## AGA demo



A top demo and no mistake! The theme running through most of the effects is texture mapped and shaded vector graphics, but don't let that put you off. Starting with a flight around a cityscape, it soon moves on to some gouraud-shaded doughnuts. The obligatory *Doom* section is next, followed by some brief but attractive plasma-covered vectors. Back to the cityscape again, and this time it's gone all foggy. Then out of the greyness comes a massive vector doughnut. The 'camera' slips inside it and starts going round in circles. Fab! The effects come and go within a few seconds of each other, so unfortunately it's all over in a flash.

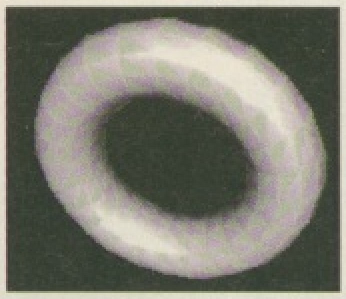


**Available from: Freestyle PD, 18 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1 plus 50p post and packing.**

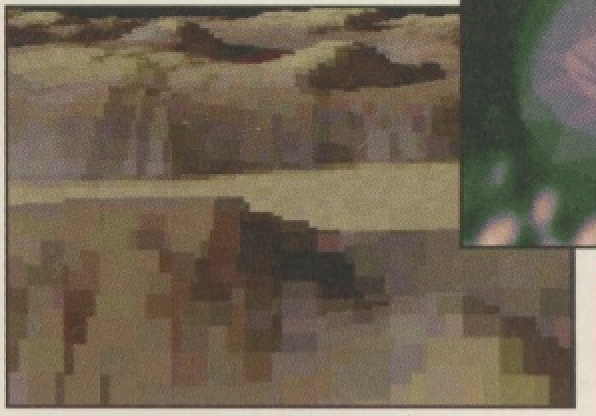
88 %

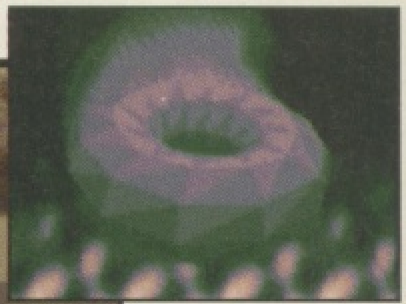
# Green Day
## AGA demo

You'll need a hard drive for this one. That usually means you're in for something special, but Green Day never quite gets off the ground. It begins with an expanded 3D animation that's just a bit too chunky to look good. Texture-mapped cubes are up next, with some interesting variations on the simple theme. Then there's the alien planet landscape, some blurred vectors and a twisty tunnel that doesn't really cut it. Despite some good points, Green Day is ultimately disappointing.



**Available from: Freestyle PD, 18 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £2 plus 50p post and packing.**





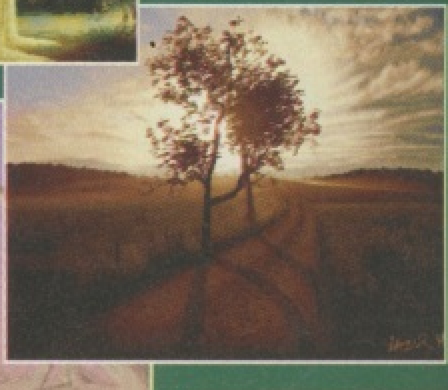
79 %

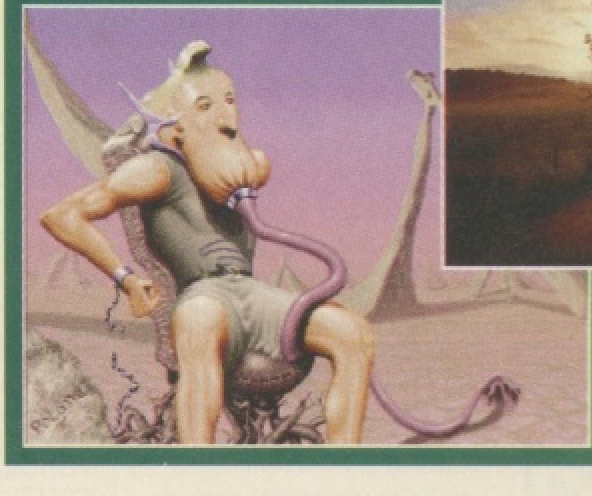
# Sun
## AGA slideshow

**Incredibly crisp pictures make up this 2-disk slideshow from TRSI. Take a look at the pics here to get an idea of what's on offer. The soundtrack is a pleasant Enya-sampling tune that goes well with the graphics. An essential demo for all artists and graphics fans.**



**Available from: Freestyle PD, 18 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 01922 710985. Price: £2 plus 50p post and packing.**





85 %

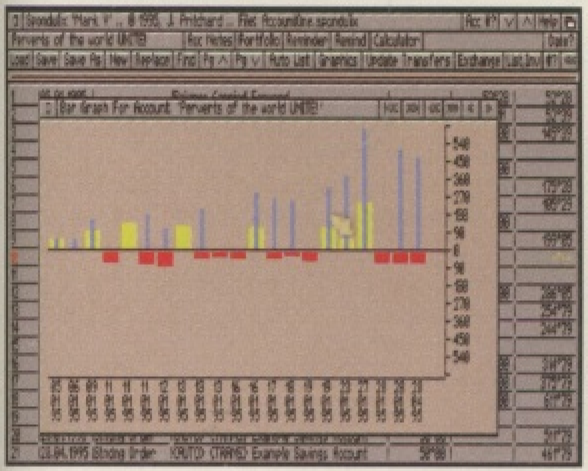
# PD Utilities

**Forget about those swirly demos and dreadful games ... try out some PD utilities instead. David Cassidy reports.**

## Spondulix V
### personal accounts

If you've got about ten different bank accounts, all sorts of credit cards and you want to find out exactly how much you're in credit (or debt!), you could simply sit down with a ledger and a pencil and work it out. You'd probably have no hair left on your head by the end of the exercise though. But why bother when *Spondulix* is available.

Written by Jack Pritchard (of EpochMaster fame) it is a powerful, versatile and easy to use personal accounts spreadsheet. You can set up a number of accounts into which you enter transactions. These accounts make up your entire portfolio, which you can look at from an overall perspective and discover the true depth of your financial woes at a glance. Becoming depressed has never been made easier!



You can generate graphics, interlink account transactions,use exchange rates invisibly, set up automated entries (eg: direct debitsand standing orders) including automated cut-off dates, print out your accounts, create shopping lists and invoices, attach reminders and notes to accounts, user-definable macros (via *ARexx*), encryption and password protection, and you can configure it all to your own personal tastes.

This demo version has a restricted number of entries per account whereas when you register (£16 or £17 from the author, depending on your requirements), the maximum number is 1,000. A wise purchase.

**Available from: Saddletramps PD, 1 Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire S63 9BY. Tel: 01709 888127. Disk No: B52. Price: 95p including post and packing.**

**92 %**

## Texture Studio
### Imagine 3 texture renderer



**3D modellers jump for joy because with *Texture Studio* you can create and play around with lots of groovy textures. Change some attributes via slider gadgets or numbers, and your textures can be manipulated and rendered onto planes, cylinders or spheres for testing. Images can then be saved out as 24-bit files (and in JPEG or Targaformats).**

**Renders can also be adjusted as required with parameters such as axis positioning, alignment and size, lighting, and colours. And there is also an *ARexx* port which controls all features.**

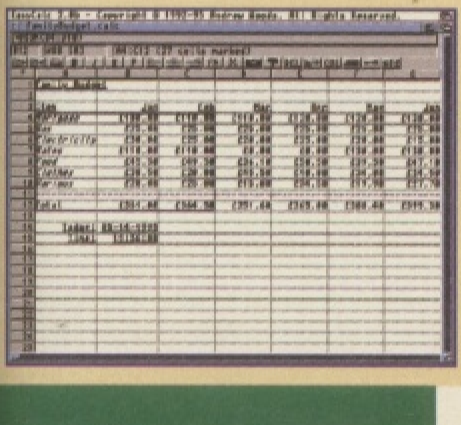
**The user-friendly environment is a bonus to this versatile program as it which utilises floating windows for configurability and comes with good on line support documentation. Essential for anyone serious about rendering.**

**Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p post and packing. Requires WB 2.04 or higher and an FPU.**

**86 %**

## EasyCalc 2.0b
### spreadsheet

I hate to admit it but when you look at Quattro Pro and other spreadsheets on the PC you have to be a little envious. *EasyCalc,* however, by Andrew Woods goes some way towards readdressing the balance. The program has all the essential features of a spreadsheet, including bookmarks, macros, cell notes, and so on, plus bar graph creation and exporting. The documentation is very thorough, providing as much information as you need to make sure you learn as you go along and includes example worksheets to play with. Registration and the full version is supplied for £20 by the author.



**Available from: KEW=II Software, P.O. Box 672, South Croydon, Surrey, CR29YS. Tel: 0181 657 1617. Disk No. A1103. Price: £1.50 including post and packing. Requires WB2.0 or higher.**

**82 %**

## Disney Clips
### clip art



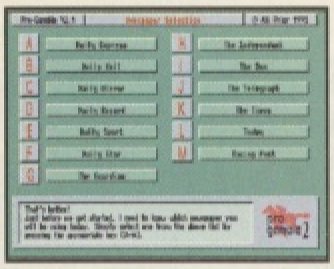
There's not a lot one can say about clip art, other than that it's either good or bad. This disk is somewhere in between! Contained on the one disk are 22 low resolution pictures and brushes of characters like Mickey, Donald and most other Disney characters.
They images are all very colourful, but quite blocky. Scaled down some don't look too bad but, being bitmapped, they're never going to be perfect.

**Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool, L37 3PX. Tel: 01704 834335. Price: 75p plus 75p post and packing.**

**65 %**

# Pro-Gamble 2.1
## racing predictor

Ali Prior is back with his race predictor program. The going, form and race information is entered through the simple interface and then the program provides predictions, along with suggested bets. In this demo version the Placepot perming feature is disabled and you are limited to two races per day, although the full registered version, (£20, from the author), has unlimited race numbers. Worth a look if you enjoy a flutter.



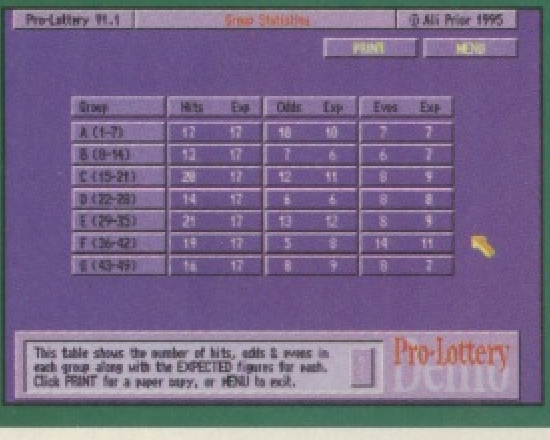
**Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby,Liverpool, L37 3PX. Tel: 01704 834335. Price: 75p plus 75p post and packing.**

79 %

# Pro Lottery 1.1
## lottery predictor

**You've probably seen those adverts in the Sunday papers for 'Lottery Pens' which 'work on the same basis as the real lottery machine'. You know – the pen with the sphere on top, full of little balls. Apparently, some people buy them! I can see no excuse for such behaviour myself but, if you can be persuaded that technology could help you win a squillion, *Pro Lottery* could be for you!**

**The author, Ali Prior, seems to thrive on predicting results – he's also responsible for *Pro Gamble*. *Pro Lottery* takes the results from past lottery draws, handles lucky numbers and syndicate entries, draws graphs, makes predictions and suggests numbers each week. How accurate it proves to be is down to those who use it, and luck. Lots of luck. But, er, if you win the lottery with this program don't forget I told you about it first.**



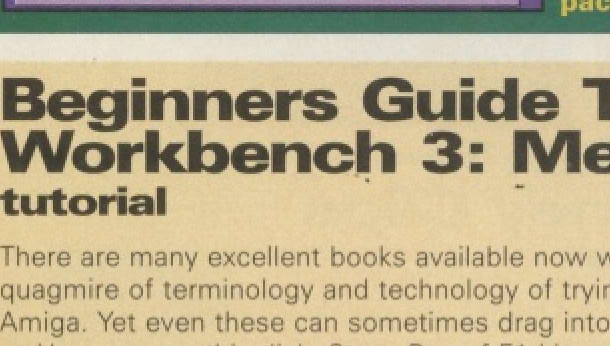

**Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London, NW11 6JE. Tel: 0181 455 1626. Price: 90p plus 50p post and packing.**

55 %

# Beginners Guide To Workbench 3: Menus
## tutorial

There are many excellent books available now which guide you through the quagmire of terminology and technology of trying to get to grips with your Amiga. Yet even these can sometimes drag into technical hell.

However, on this disk, Steve Bye of F1 Licenseware attempts to talk to you straight about the subject of Workbench menus. Simple though they may seem, they hold many devious little secrets! With the use of an *AmigaGuide* hypertext file and stacks of pictures to accompany the tutorial, it gives you the information you need pretty much how you need it – simple.




**Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834 335. Price: 75p plus 75p post and packing.**

83 %

# Studley's HD Installers 3
## hard drive game installers

**Amiga games software is often released to be played only from disk, meaning hard drive users miss out on the various obvious advantages having them installed. However, Version 3 of *Studley's* has come up with a crop installers for, amongst others, *Aladdin AGA ; Benefactor; Bump & Burn; Jungle Strike; Lion King; Mortal Kombat 2; Rise of the Robots; Sensible World of Soccer; Skid Marks 2* and *Uridium 2*. If you've got any of these games and a hard drive, they may be worth a look, but remember it is technically infringing copyright as all of these games were specifically intended not to be HD installed for piracy reasons.**

**Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.00 plus 50p post and packing.**

70 %

# Multi & Pro-FS
## disk file systems

A selection of eight filing system utilities and replacements are contained on this one disk. *Professional File System 9.5 (PFS)* replaces Kickstart 2 or 3's filing system, making reads, writes, scans and so on that bit faster – and increasing floppy formatted disk size by 10% for both DD and HD floppies. It can also handle small hard drive partitions.

*Multi-FS 1.2* acts as an interface between file systems, so you can choose what filesystem to use on particular disks. *DefIcons* changes the fake Workbench icons (utilised by the Show All Files function) into more meaningful ones. *SetTDRetry 37.1* cuts down FS recognition time, such as when you insert a PC formatted floppy into your drive. *DiskSpareDevice 2.2* replaces trackdisk.device and increases the format size of HD and DD floppies. *CrunchDisk 1.2* packs disks (like DMS) which use PFS, DiskSpare and so on. *QuietTD* accesses DiskSpare type disks quicker.

Finally, *StatRAM 3.1* is a RAM drive, such as VD0:but is seven times faster. This is a nice collection of programs, with balance and variety and some of the programs interlink with others so you can set up your own, personalised file system.

**Available from: KEW=II Software, P.O. Box 672, South Croydon, Surrey, CR29YS. Tel: 0181 657 1617. Disk No. U1137. Price: £1.50 including postand packing. Requires WB 2 or higher.**

85 %

# PD Updates

**Amiga Fax is now up to version 1.42 which adds Class 2 fax support. HD motors can cause sleepless nights when rendering, as anyone with a system in their bedroom will know! Programs like *HD Sleep* can solve that problem. Magic Workbench users should check out their PD library for the stacks of new icon packs that are becoming available.**

# DELTRAX PD

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### UTILITIES

U1 GHOSTWRITER Easy to use intro/demo maker with ready made sounds and graphics examples.
U1A GHOSTWRITER DATA For use with the above
U42 DISKSALV Corrects and repairs damaged files - Invaluable prog.
U58 ANTI FLICKER Stops screen flicker in interlace mode.
U59 WINDOWS BENCH (2 disks) Excellent workbench replacements for 1.3 with many extras.
U60 MESSYSID II Converts/transfers Amiga text to and from IBM PC recommended.
U125 CROSSDOS Converts files from Amiga to PC.
U183 HACK PACK (2 disks) Over 72 utils for breaking in to code.
U190 SID VERSION 2.0 Powerful file transfer. Use mouse instead of CLI
U230 INSTALL The easy way to install your floppies without the CLI
U260 SUPERLOCK V1.01 Flexible security locking prog using password.
U318 MULTIDOS Convert PC files to Amiga and Vice Versa.
U323 WINDOWS BENCH V2.0 (2 disks) Excellent work bench replacement for 2.0 and above.
U346 PROF DEMO CREATOR 1.1
U399 TOGGLE CLICK Stop drives from clicking WB 2.04 and above.
U404 ENGINEERS KIT Diagnostic tools determine your Amiga's health.
U413 ARESTAURE Restore accidently deleted files on floppy or hard disk - all Amiga's.
U415 P-COMPRESS Compress files fast (single drawers or disks)
U430 XPK COMPRESSION UTILS A good collection.
U434 V MORPH Create smooth morphed animations.
U437 DISKSALV 2 Helps to save error ridden files WB2 and above.
U441 DISK MASTER III Like Sid but will play sound modules also.
U452 GUIARC Archive/Dearchive using mouse instead of CLI. Brill.
U454 PC > AMIGA Read PC files.
U455 TRONICAD Electronic circuit designer.
U456 XBENCH (2 disks) replacement workbench for 1.3
U458 SNOOPDOS Forgotten to install any files? This prog tells you!
U460 AREXX GUIDE
U475 SHUT UP Stop drives clicking on WB2.04 and above.
U478 ASI WORKBENCH UTILS. Good utils for WB2 and above
U483 ICONSPLUS 1 Workbench icons for 2.0 and above.
U488 DMS DEVICE MASHER Crunches/Decrunches all files.
U489 AREXX Reference manual
BU86 JOURNAL Simple to use accounts prog for statements etc.

### BUSINESS

BU106 QBASE/SPREADSHEET Address and telephone record with label print includes spreadsheet.
BU108 VISICALC SPREADSHEET Easy to use similar to Lotus 123.
BU111 ANALYTICALC (2 disks) Probably the most powerful spreadsheet around including 108 page manual.
BU112 FLEXIBASE V2.0 Excellent database which can be set to your own preferences.
BU124 BUSINESS CARD MAKER
BU133 600 BUSINESS LETTERS Use through word processor
BU135 AMIGAFOX DTP V1.1 Load graphics and IFF pics into this word processor.
BU145 TEXTENGINE V4.1 Professional quality word processor.
BU152 AMIBASE PROF II V1.2 Very good database.
BU181 B BASE III V2.1another good database.
BU327 BOILER PLATE Word processor with business letters.
BU328 LITTLE OFFICE 2 Intergrated word processor/spreadsheet and database. Latest.
BU330 PRINT A CARD Make your own card designs.
BU342 LS LABELS Printing Util.
BU398 ADDRESS PRINT V3.0.
BU400 ENVPRINT Envelope address printer
BU401 PE PRINT UTILS Several labelling programs.
BU404 ACCOUNTMASTER V2.12 A really good accounts program.
BU405 TURBO TEXT V1.1 Allows you to create, edit and process text.
BU407 A-BASE Good database - usual functions
BU411 EASY CALC PLUS Very easy to use spreadsheet for WB2 and above.
BU412 AMIGABASE Programmable database for all Amiga's.
BU414 INVENTORY II Stock control, wages, taxes etc.
BU415 AMIGA DIARY V1.13. Store all those every day events.
BU416 PAYROLL V2.16 Small business employee payroll.
BU418 PERSONAL ADDRESS BOOK Entered by using password.
BU419 PERSONAL JOURNAL Again entered by using passwofd.
BU422 EDWARD PROF V4.0 A very popular text editor.
BU423 AMORTISE V1.16 Loan and mortgage analyser.

### HOBBIES

H302 LAST WILL AND TESTAMENT Tell you everything you need to know.
H305 ASTRO 22 V3.5 Professional astrology program - latest version
H307 FAMILY HISTORY Sorts all family tree information.
H342 STITCHERY Design your own cross-stitch and needle point, excellent documentation.
H359 RACE RATER Horse race predictor - gives you the chances.
H365 AMYGEN Family history database
H367 MING SHU Chinese astrology program
H368 ASTRONOMY 2 Datageneration and graphics
H370 LANDSCAPE GARDENING Prints out your plans
H371 GENEOLOGIST Family history database for 2.04 and above.
H372 TOP OF THE LEAGUE Football league editor in the style of a game.
H373 COURSE FORM Rates horses on a points bases to access the most likely winner.
H374 FORECASTER Horse race predictor, includes course, distance, past form, age and winner etc.
H375 STAR VIEW Shows positions of stars and planets from anywhere.
H379 POOLS TOOLS 2 Pools prediction and perm checker.
H384 WORD UTILITIES Word puzzle solver.
H387 SPIDERSOFT UTILS Garden designs created.
H388 GENIE Store details of 150 people, relationships, marriages, children etc. Full version 9999 entries.
H392 TAROT (2 Disks) Birth sign information.
H393 KNIT Create and print your own knitting patterns.
H396 DIVIDEND WINNER Football pools predictor.
H397 RED DWARF TRIVIA
H398 SCION Family history database.
H399 SHAREMAN Stock market manager.
H402 DVLI PERSONAL PROFILE. Learn all about yourself!
H404 LUCIFERS WICKED GRIMOIRE (3 disks) 18 yrs + lighthearted look at witchcraft, spells & positions etc.
H410 LOTTERY WINNER Helps your chances by calculating the odds and selecting numbers!

### COMMUNICATIONS

C249 TERM II V1.1 Modems, comms, terminal prog for WB2 +
C383 NCOM III Latest version
C357 - C382 AMATEUR RADIO (25 disks) Send for details.

### HARD DRIVE UTILS

HD102 HARD DISK UTILS Contains essential programs required when things go wrong.
HD395 RE-ORG Optimise your hard disk
HD398 MR. BACK UP V1.4B Contains loads of utilities.
HD399 BACK UP Hard drive back up program.
HD401 HD STACKER Doubles hard drive space by crunching files.

### EMULATORS

EM141 IBM, PC EMULATOR Requires MS Dos Disk.
EM143 ST EMULATOR 1.3 Only
EM149 C-64 GAMES DISK 1
EM150 C-64 GAMES DISK 2
EM306 MS DOS PROGS For PC task (8 Disks)
EM324 KICK START 2 Upgrade WB1.3 to WB2.0
EM400 KICK 1.4 Degrade WB2/3 down to 1.3
EM414 KICK START 3 Upgrade WB2 to WB3 but no AGA.
EM415 PC TASK V2.03 Demo of the best PC emulator around.
EM416 SPECCY EMULATOR V2 The best spectrum emulator for all Amiga's
EM419 DATASETTE Transfer C-64 files to Amiga using sound sampler.

### PRINTER DRIVERS

PD177 PRINTER DRIVERS (2 disks) Loads of em!
PD200 PRINTER DRIVER GENERATOR Make your own driver from your printer manual.
PD327 CANNON PRINTER Drivers BJ10 and BJ100
PD335 PRINTER DRIVERS Cannon Bubblejet BJ10E
PD358 CANNON DRIVERS Cannon BJ130, BJ300, LBP, BJ10
PD407 PRINTER DRIVERS Star, Epson, Panasonic, HP, Toshiba etc.
PD409 HP PRINTER DRIVERS Deskjet, Laserjet, Paintjet, Thinkjet.
PD411 STAR PRINTER DRIVERS
PD412 CANNON STUDIO
PD413 STAR STUDIO
PD414 PANASONIC STUDIO
PD415 CITIZEN PRINTER MANAGER
PD418 SIDS 147 PRINTER DRIVERS (2 disks)

### EDUCATION

E18 TRANSLATOR Translates Spanish, French and Italian
E23 COLOUR THE ALPHABET Teaches colour recognition.
E24 DTP FOR KIDS Mini desktop publisher - text and pics.
E25 ALGEBRA
E26 MATHS WIZARD Subtraction, addition and multiplication.
E32 SCIENCE 1,2,3 AND 4 (4 disks) Physics etc.
E311 AMIGA TUTORIAL Very good for beginners.
E334 SACC TO SCHOOL Collection of puzzles for kids in magazine format.
E336 GRAMMAR Correct your errors.
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E352 GCSE MATHS
E355 LITTLE TRAVELLER Tourist information including maps
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E361 HOW THE EARTH BEGAN Slide show aimed at 5-10 yrs.
E367 MATH TALK WB1.3 Only sound and speach ages 9 yrs +.
E368 KIDS DISK 1 Several levels of learning.
E369 KIDS DISK 2 More levels of learning.
E370 CHILDRENS FAVOURITES 2 5 illustrated songs.
E374 WORD FACTORY Spelling with scoring on several levels.
E375 KIDS DISK 3
E376 KIDS DISK 4
E377 OUR SOLAR SYSTEM Guide in book form with facts and pictures.
E382 STATES OF EUROPE Facts, maps and information.
E387 GRAPH PRO Produces graphs.
E388 NIGHT MATH ATTACK
E389 KIDS DISK 5 More fun progs.
E390 KIDS DISK 6 Even more!!

### PROGRAMMING

PR243 DICE V2.06B (2 disks) compiler, assembler, linker and support libraries.
PR355 ASM ONE A demo of a fully intergrated assembly package.
PR358 C MANUAL (12 disks) Best C manual to date.
PR359 NORTH 'C' V1.3 (2 disks) Latest version.
PR362 AMIGA E V2.1B A compi;er for prog language E with docs.
PR367 GNU ++ C COMPILER (3 disks)
PR369 C LANG MANUAL V2.0 (4 disks) Complete description of how to open and work with screens etc. 15 chapters, 100 examples.
PR374 GUI TOOLS V3.81 Simplifies creating GUI's.
PR376 DEMO DESIGNER V1.42 (2 disks) GUI Creator for C and HS pascal language.
PR381 BEGINNERS GUIDE TO AMIGA E

### COPIERS

CP257 FREE COPY V1.8 Removes protection from games - latest!
CP313 NIB V2.0 WB1.3 only copy over 130 password games and remove protection.
CP340 ASI CRUNCH AND COPY 2 A good collection.
CP349 LOCK PIC 2 Removes protection on 400 games.
CP350 D-COPY V3.1 Latest version of this really good program.
CP351 MAVERICK COPIER Take protection of progs to install on HD.
CP352 SAFE II A very powerful copier
CP357 BAD FORMAT Run bad disks

### GRAPHICS

GU183 3D FONTS (3 disks) for use with any raytracing prog. Many styles and types.
GU227 REAL CD FONTS
GU251 LARGE FONTS DISK
GU289 SONIC DEV CONVERTERS PACK Good disk to convert to and from other disks.
GU315 PLOTTING AND GRAPHICS Plot, XY, plans and tesselator.
GU320 WALT DISNEY CLIP ART Donald Duck, Mickey Mouse and more.
GU325 GRAPHICS RIPPER Get all the artwork you want!
GU402 FREE PAINT Almost a copy of DPaint
GU407 COLOUR FONTS 2 Marble, rocks, grids
GU408 COLOUR FONTS 3 Diamond, eye, sun
GU413 CLIPART Animals - black & white IFF pics.
GU414 CONTACH CLIPART 1 Cartoon, zodiac

### GAMES

GU422 SPECTRA PAINT
G4 MEGABALL Breakout game with great music - addictive
G54 STAR TREK 2 (3disks) Not A1200 Arcade adventure
G92 STAR TREK NEXT GEN. Not A1200. Latest.
G96 BOARD GAMES Cluedo, monopoly and klondike
G229 TETREN Tetris clone
G272 LEMMINGS PACK Lemmingoids & Xmas Lemmings
G326 MAHJONG Tiles type
G334 PROPERTY MARKET Strategy, buying & selling
G341 BATTLE OF BRITAIN Strategy war game
G348 RUMMY Brill card game
G350 INVADERS MARK 2 space invaders game
G388 FRUIT MACHINE 2 Just like the real thing
G394 MARIO IN WONDERLAND Brill Mario Clone
G396 GIDDY Superb platform
G402 TETRIS PRO
G403 SUPER PACMAN 92
G405 18TH HOLE GOLF (2 disks)
G408 SON OF BLAGGER Excellent platform game
G410 MYSTERY 2144 AD Futuristic murder adventure
G417 MUGSIE Money making gangster adventure
G420 SKIDMARKS Amazing driving
G434 PATIENCE cards!
G438 FIGHTING WARRIORS Street Fighter 2 clone
G439 LEMMINGS 2 HD INSTALL
G440 NAPOLEONIC WARFARE (2 disks) Strategy
G441 TEXAS CHAINSAW MASSACRE
G443 SCRABBLE
G448 CONQUEST & DOMINATION Strategy war game
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## Aminet 6

Aminet CD 6, dated June 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 5 more than 540 MB new software has appeared. The current edition has a special focus on demos, more than 1800 demos from Aminet were included. User friendly access software make the Aminet CD 6 a pleasure to use. £14.95



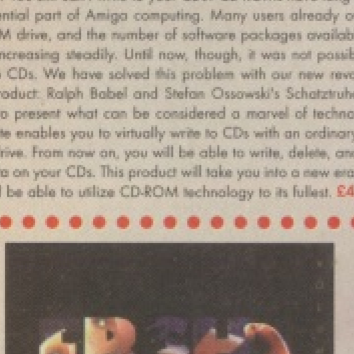

## Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives every day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... . It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



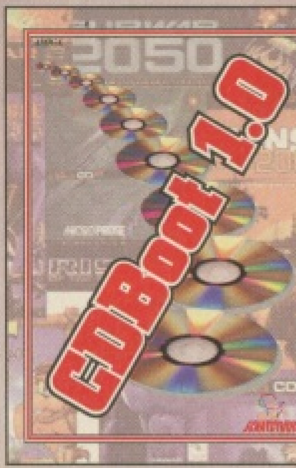

## CD-Write

What?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



## FreshFish 8

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95



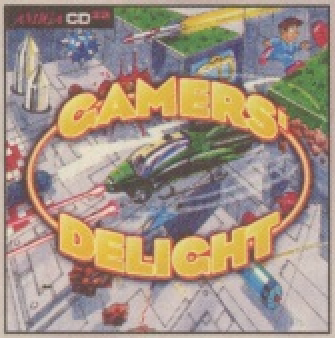

## CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95




## FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95




## Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



## GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95




## LIGHT ROM

The LIGHT ROM CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave related text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



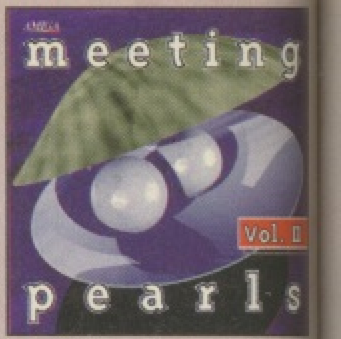

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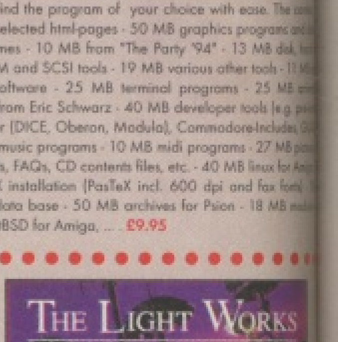

## Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



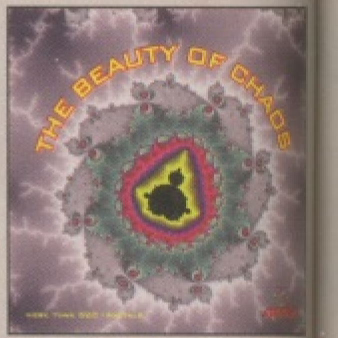

## Meeting Pearls Vol.

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# AMIGA workshop






Graphics Masterclass p104


Image FX p106


ProDraw p111

We like to do our introductions properly at CU Amiga Magazine. So, reader, meet the Workshop section, home of all those incredibly useful bits and pieces that help you get the very most from your Amiga and our cover disks. This month is no exception. This section is packed with quality tutorials, informative Q&A columns, opinion pieces, subs offers and even a footy competition.

## Regulars

THE ONE

# Do you know what's hot and what's not?

**Find out by completing this couldn't be easier-to-follow test. All of the following items are pretty 'hot' just at the moment, but, tantalisingly, only one of them will be available in your local newsagents from 28th June. Ah, now, but which is it?**

**A)The molten core of the planet Mercury (planet nearest the sun with surface temperatures approaching those enjoyed by visitors to Scarborough, Naples of the North)?**

**B) Justine Carlson (award winning, smooth-talking, car-driving ad manager of this very magazine)?**

**C) A nice meat Phal (taste-bud stripping ruby from your local Indian Restaurant or takeaway)?**

**D) Mr. Hugh Grant's underpants (dark-blue M&S Y-fronts once worn by the raffish English actor, now 'for sale' for the right price)?**

**F) A cup of tea ('in' hot beverage apparently created by pouring boiling water onto the dried leaves of an Indian plant)?**

**E) The One in July featuring all* the piping hot goodies over there? ☞**

*** Probably**




# Plus!

# Free! Sensible Golf Tips Book



Revelatory hole-by-hole account of Sensible Software's imminent(ish) gala of all things goofy 'n' golfy!

# Super Street Fighter 2

ANOTHER THE ONE EXCLUSIVE!

Unbelievable Super Street Fighter 2 Demo featuring that absolutely amazing £10 off the full game voucher-thing we promised you, Guile-fully. (Aha-ha-ha!)

## Alien Breed 3D

Doom-tastic alien adventure type-stuff! Hot enough to sear the gusset of the iciest ice maiden!

THE BEST DEMOS. AS USUAL.



## Blitz Bombers



Bang away at the ballsiest bomb-disposal fest we've ever seen! Play the explosive demo and then enter our competition to design a level for the finished game!

## Baldies

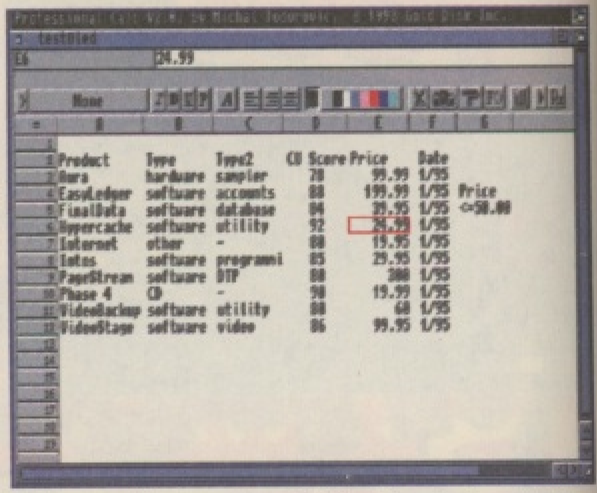


Exclusive First Review! Come on! Get slap happy! There'll be bags of gameplay but absolutely no hair — and that's a promise!

# ProCalc

PART 4

**Want to get some more organisation into your life? Well, start off by using ProCalc to set up your very own reviews library.**



▲ Some more data for our library. This time the products are listed by their full names ie Hyercache.

Last month we briefly explored *ProCalc*'s database functions. This month we show how you can use those database functions to set up your own library. For this tutorial we will be using CU Amiga Magazine reviews as our data and we want to be able to search for all reviews of specific types of product. So, if you're looking for a new printer you can simply ask *ProCalc* to list all printer reviews in CU Amiga Magazine.

The database should also be able to limit the search to reviews of printers within a specific price/rating range. For example, if you wanted to find a CU Amiga Recommended printer that you could buy for, say £300, the database should search for any printers in that price range that have received a score of 90% and over. If there is only one that matches those requirements you could perhaps widen your options by dropping the score to 80% and maybe increasing your price range.

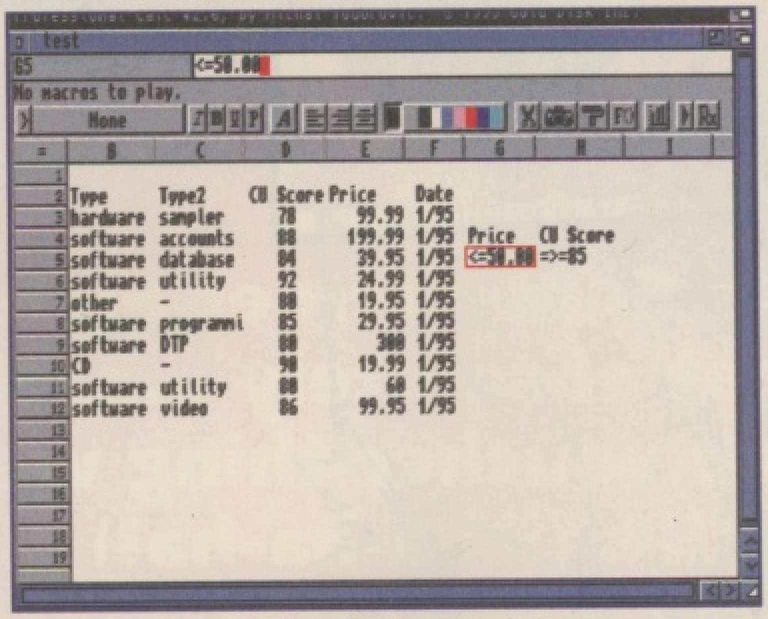
## Getting started

The first thing we need to do is build the structure of the database ie the number and names of the fields in the records. Remember that *ProCalc* databases build upon the its basic grid structure, ie fields are horizontal columns, vertical rows new records. Assuming you've loaded *ProCalc* move the cell cursor to A2 and enter the following field names which should run across the screen from A2 to F2:

```
Product [return]
Type [return]
Type2 [return]
CU Score [return]
Price [return]
Date [return]
```

Now to enter some records and give our base some data (for this example we are using the technical reviews from the January '95 issue). Move the cell cursor to A3 and enter the following. Note: press return every time you see a comma and move the cursor to the start of a new row when you reach the end of each line. Also set the cursor to move to the right in the preferences requester.

```
HyperCache,software,utility,92,24.99,1/95
Internet UK,other,-,80,19.95,1/95
```




▲ Figure1: our database of the January 1995 issue reviews begins.

```
Phase 4,CD,-,90,19.99,1/95
VideoBackup,software,utility,80,60.00,1/95
PageStream,software,DTP,80,300.00,1/95
VideoStagePro,software,video,86,99.95,1/95
FinalData,software,database,84, 39.95, 1/95
Aura,hardware,sampler,78,99.99,1/95
Intos,software,programming, 85, 29.95, 1/95
EasyLedger,software,accounts,88,199.99,1/95
```

Your screen should now look like figure 1. The contents of columns B and C determine the type of product that the review is of. Column B will be either software, hardware, CD, or other - and allows you to search the database for basic product types ie all hardware, or CDs. The data in column C is a secondary product type, is more detailed and depends upon the contents of column B. If the product was software this field could be accounts, programming, DTP, database, utility, wp, graphics, or video. Possible hardware entries include sampler, accelerator, printer, monitor, hard drive and modem.

In figure 1 we've only used some of these, and of course you can create as many types as you want. There's nothing to stop you entering games, PD, shareware review data, anything you wish.

However, If you do you'll quickly find that you run off the bottom of the screen and the field names disappear off the top as the window scrolls. Here you can use the freeze facility to keep the field names, stored in row 2, on screen as the other rows scroll off it. Move the cursor to row 2 and click on the 'Options/Freeze/Row' menu. See our January issue for more information on this.

Once you've entered the data define the database, which we covered last month. Call it something like 'CUREVIEW'.

## Manipulation

OK now we've got some data it's time to test out some ways of manipulating it. The first technique is to sort it into order. As we discovered in the June issue we can sort the data using any of the fields to determine the sorted order. Moving the cell cursor to column A and selecting Sort will shuffle the data into alphabetical order using the product names. Alternatively you could sort it on the type of product, so all printers were next to each other, or on score. It's your choice.

To search for a specific entry we first need to think about what we're after. A common use will be to search for a review score of a product you're about to buy. This is dead easy. Move the cursor to G2 and type in PRODUCT. Now in cell G3 type in '=="PageStream"' and define this as a search criteria (see June tutorial). When you use this it will find the record with the product name of *PageStream*. You can change *PageStream* to the one wanted.

That's all very well, but what if you didn't know the product name and just wanted a DTP package. Simple. Change the word PRODUCT to 'TYPE2', and 'PageStream' to DTP. Now when you search it will compare the contents of the field TYPE2 in every record to the word DTP and move the cursor to those records. How about looking for reviews of a products using several different types of search. How about all reviews of products that scored 85% and above but have prices below £50?

In cell G2 type PRICE, and in cell H2 type CU SCORE. In cell G3 type '=<=50.00', while in cell H3 '=>=85'. This searches for all records where the contents of the PRICE field are less than or equal to £50. When it finds them it then checks if the value in the SCORE field is greater than or equal to 85. If it finds a record that they both match the cursor moves to it.

That about finishes this months tutorial off. Next month I'll be looking at further database techniques. Until then have fun putting some order into your life. ■

**Andy Leaning**

# Buyers Guide

**Setting up your own personal office at home is easy when you have an Amiga, some peripherals and follow our expert shopping advice, of course.**

Judging by the amount of national press hype and coverage recently, you'd be forgiven for thinking that only a top of the price range PC could hook you up to the internet or enable you to run a business from home. But we know better. With your Amiga you can join the global web and run your business for a lot less money than your PC owning mates. Most Amiga owners know this already but are less sure about the physicality of setting up their home office and linking into the web. In this buyers guide we'll look at common areas of concern, what you need to start and what to look out for when you are shopping around for your home office goodies.

## The internet

There can't be many people who haven't heard about the Internet, if you haven't you should read your email! It's a huge network of people all communicating using their computers and linking up over telephone networks. But a lot of people are still confused by all the technical hype surrounding it as to how to actually log on to the thing. Our lead feature this issue should clear up any remaining queries you might have so I won't go into it too much here.

To join this network you need a modem, a piece of hardware that allows your Amiga to hook up to the telephone. One major consideration to bear in mind when you are buying a modem is to go for the fastest model you can afford as it'll save you money on phone bills.

Once you've got a modem you need software. Luckily Amiga comms software is available as shareware, which should set you back little or nothing. Contact one of the main shareware libraries and ask for either NCOMM or TERM. These two are the main programs to get you started. Refer to this month's feature for further details.




▲ For a the home office a good printer is vital.

## Accountability

If you're running a small business from home you'll find *Easy Ledger* from GP Software more than adequate for your needs. It's available from most Amiga dealers, or Wizard Developments on 01322 272908 (price: £199.99). For looking after home finance you could also try out *MyMoney*, from MySoft, 71 Springfield Avenue, Whitehaven CA28 6TT. You could also do with a spreadsheet. This will allow you to make business plans ahead, monitor cash flow, etc. Here CU Amiga Magazine can really help you save some cash. Our November 1994 issue had the full version of *ProCalc* on the cover disk, and this is without doubt one of the best Amiga spreadsheets available – it'll even load Lotus 1-2-3 files from PCs. Call our back issues department on 01858 468888 for a copy.

## So fax me

First there was the phone, then came the answer phone, now any budding work-a-holic has to have a home fax. To use your Amiga as a fax you'll need any modem that complies with the signals issued by normal fax machines. Such modems are labelled, sensibly enough, Fax Modems. We recommend the X-Link modems, call Wizard on 01322 272908.

You'll also need software to handle fax documents. Wizard provide GP Fax software for £34 with the X-Link models. Alternatively try Supra Fax Modems from Gordon Harwood, on 01773 836781.

## Answerphones

The Amiga can be used as an answer phone but it's more difficult to organise this. You'll need a GVP PhonePak, but as GVP are no longer in business so it's getting rather difficult to get hold of these Zorro expansion cards. Try Silica on 0181 309 1111 or Power Computing on 01234 273000.

## WPeasy

For creating letters, typing up reports for the office, or any other typed document a good word processor is vital, and thankfully the Amiga has no shortage of these. Our preferred choice is the SoftWood Final Writer. This is available from SoftWood UK (price: £74.95) on 01773 521606. If you're working on documents from an office PC you'll need to save the documents as ASCII when transferring it to and from the Amiga, and of course save the files to a PC disc (PC0:).

## DTP queen

For creating leaflets, flyers, adverts, and other promotional material you'll want a DTP program. Here your choice is slightly limited. Currently PageStream V3 is the only DTP program available. However it is more than adequate




▲ For brochures, leaflets and other DTP there are plenty of CDs available just overflowing with clip art.

for all your DTP requirements including colour work. Available from Gordon Harwood on 01773 836781 (price: £229.95). If you're doing DTP work you could also do with a CD-ROM drive for getting clip art. For CD clip art take a look through our CD-ROM reviews over the last couple of months. For information on CD drives and interfaces call HiSoft on 01525 718181.

## And the rest ...

If you're serious about using your Amiga for any kind of home office work it's worth investing in some extra hardware. A hard drive, accelerator, good quality screen, monitor, and extra RAM will all greatly improve productivity.

Hard drives for the A1200, A600, and A4000 are available from just about every Amiga dealer, try Flashtech on 01736 331999 for some good deals. For A500 hard drives call Power Computing 01234 273000.

For accelerators we recommend either the Blizzard range from Gordon Harwood, see word processing for the number, Visage Computers (0115 944 4501) also do a very fast A1200 accelerator. For monitors try Silica, 0181 309 1111, who sell the Microvitec 1438.

And finally for printers we suggest you try out the Star SJ-144 inkjet (price: £249), it prints in colour and at high resolution. Star are on 01494 471111. ■

**Andy Leaning**

# Graphics Mas

PART 4

**The divisions between reality and fantasy have long been blurred. Now Photogenics gives you some of the power to manipulate images in such a way that only you will know what's real and what's fake.**

It's never really been true that 'The camera never lies'. But with the advent of electronic image manipulation it's harder than ever to trust images.

And that's not just the clever ads, where the impossible is routinely made to happen. Doubt has been cast on historic pictures claiming to be authentic – in recent memory there's the famous shot of Lee Harvey Oswald showing off with his rifle - which, according to some, is just a fake to implicate the man accused of assassinating President Kennedy.

Earlier still, Russian despot Joseph Stalin had his one-time ally Trotsky erased from photographs of them taken in friendlier times.

So when someone sits down at a computer and makes changes to a digitised picture, they're part of a long standing tradition. Is this practice right or wrong ? I guess it all depends on your motives. Sticking the head of a famous person onto a risque shot may seem like a bit of fun, but do it maliciously and you could end up in big trouble.

The movies, too, have cottoned on to the fact that new twists can be added to authentic material; Woody Allen's Zelig incorporated many original newsreel shots with the lead character superimposed on them, to make him part of the recorded event.

And more recently multi-award winning movie Forest Gump has Tom Hanks stumbling through America's recent past via film trickery where it is impossible to see the joins. Maybe a generation of kids will believe he actually did meet JFK.

All this brings me to our final topic; using *Photogenics* to lie – in the nicest possible way. The program offers unparalleled opportunities to manipulate one or more images seamlessly. The subtle nuances of shading and original grain can be simulated on your Amiga as you mix and match images. Here are a few light-hearted examples to give you some ideas to play around with.

## The fab five!

You know the sad kind of fan who has their picture taken alongside a cardboard replica of their heroes? This is pretty much the same - but more hightech! You can actually step 'inside' the picture of your idols for a unique memento.

Being both sad and old, I chose the Beatles as my source. The main digitised image was a 24 bit colour scan in GIF format, and it was taken from a CD full of images.

Once loaded into *Photogenics* (there was no need to convert the image format as the program interprets GIFs) I loaded in a head shot of myself into the secondary slot. But before combining the images, I had to remove all traces of the background to my face, including the ears because it was simply the features I was going to use.

This is quickly done in *Photogenics* using the filled polygon tool and tracing around the area to be blacked out. Once fixed, changes are made to the image and the real business of trickery can begin.

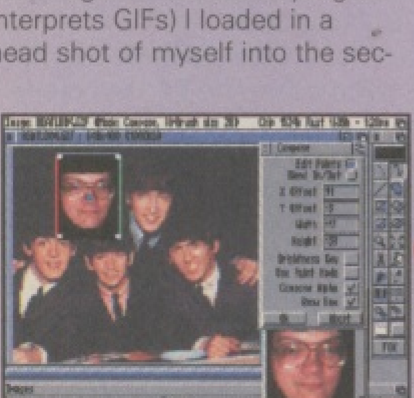
Using the Image/Compose menu item, I was able to precisely position my face on top of John Lennon's head. It is also vital to get sizing right, and this is easily achieved by using the drag-handles on the overlaid image. This way pictures containing elements of wildly differing sizes can be incorporated to look as if they are in correct proportion to each other.

Once the positioning was achieved I activated the Blend In button on the Compose requester, and using a medium sized airbrush in freehand paint mode I touched up the image to allow recognisable portions of my face to remain over Lennon's.

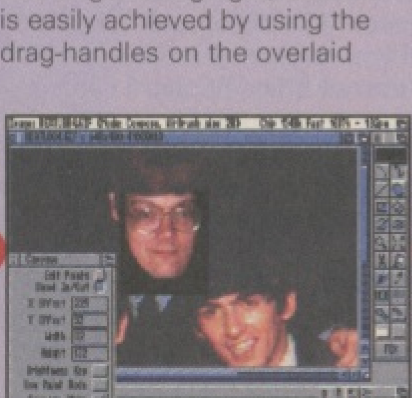
Decreasing the size of the airbrush and using magnify mode allowed for fine-tuning of the edges, to create a good fake.



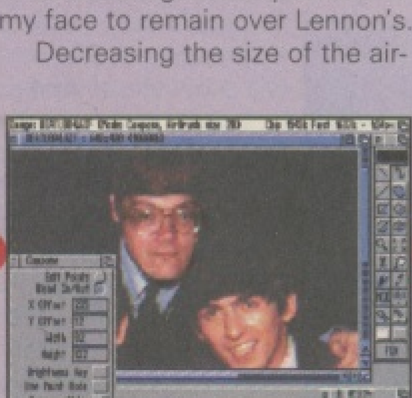
▲ And here we are wack! Pete, Paul, George and Ringo. The greatest band that never was!



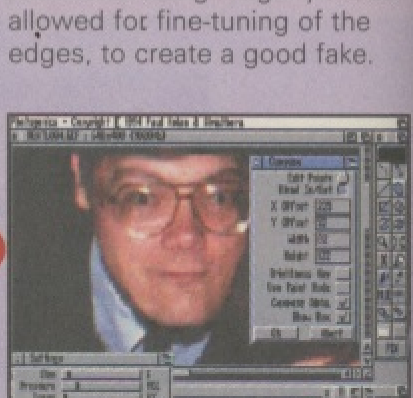
▲ With both images in Photogenics, the secondary image was cropped using the Compose function so only a 'mask' was left.



▲ A quick close-up for a perfect blend. The black outline around the secondary image will be gradually erased in airbrush paint mode.



▲ Here the process is nearing completion, with the join still visible. However with just a touch more magnification....



▲ ... and the result is near perfect. Photogenics' undo feature allows you to fine-tune pictures until you're satisfied.

# sterclass

## Brush strokes

One fanciful idea is to incorporate well-known people into famous works of art. You can go from the sublime – Madonna as the Mona Lisa, to the ridiculous – John Major as Michelangelo's David.

For this quick demo I chose to place Kim Bassinger at the heart of a Manet masterpiece. The physical manipulation of the image is identical to the Beatles example, with the exception of creating a texture to the new face.

The painting itself has a quality which makes a normal photograph imposition, such as the one with Kim, stick out a mile. It was necessary to add grain to her face to blend into the scene. Luckily *Photogenics* has two ways of degrading an image like this - AddDust and Add Noise. Using Dust at a low setting I was able to give her face a convincing appearance. I also had to use Blur mode to smooth the areas where her face blended into the original picture, and this was done in magnify mode. An obvious fake to anyone who knows the painting, or Miss Bassinger, but a pleasant one I think.



▲ And here's the proof – a stunner from today captured in a classic work of art. Texture was added to her face using AddDust and AddNoise from the modes menu.



▲ What a work of art. Kim Here Kim Basinger's picture is in the process of being airbrushed onto this old master.



▲ Here the fake and original side-by side. I thought the full-face view of Kim, though not ideal, was acceptable for the image.





**A lovely black and white picture of Marilyn Monroe is given the high-tech treatment to colourise it. Using *Photogenics'* Tint mode you can stain images any colour. The trick is to choose the correct colour so that when it is overlaid on the greyscale image, it isn't too stark. Trial and error are the only ways to judge this; adding small test areas of colour at different translucency settings is necessary and easy with the Undo function. Once the correct colour match is discovered, use the freehand fill tool to outline the are to colour.**

**Note the extra work on the face; I had to whiten the eyes and add a highlight, and also strengthen the colour on the lips and shadow on the right of the face image.**

## Adding a touch of colour

Some of the most striking pictures of Marilyn Monroe were taken early in her career, and in black and white. You might want to transform these greyscale images of the beauty into a full technicolour ones. Happily, *Photogenics* allows you to make this transformation beautifully, keeping all the underlying emphasis on the picture so you don't lose quality.

Colourising as it's know in the movie business involves using the Tint mode and filled freehand tool to overlay transparent colour onto the image.

The trick is to choose your colour carefully from the palette selector, and try out any number until you are left with the hue you want.

The nice thing about the software is that you can see what an effect looks like, then Undo it before it's too late.

In this the example above I dyed her hair yellow-blond, made her dress mauve and added a bluish background. I added a deeper red tint to her lips, and used white paint to emphasise her eyes. Finally, I touched up the shadow on the face to add a little more mystery to the image. Who says you can't improve on perfection?

## More than a glove puppet

My hero. No, not Robocop – Sooty. He's always been a favourite, since I first saw the little chap as a kid. I even own an original Sooty. For this example I used a photo of my own puppet, picked up at auction, which was taken in black and white. The image had to be cropped within *Photogenics* and colourised. I also had to do some picture editing using Paint and Blur to give Sooty a neck. If you look carefully at the original image you may notice that his right paw obscures his neck. I used magnify mode extensively to get the right blend for this part.

Once again the Compose function allowed precise positioning and sizing of the Secondary image containing Sooty's head. A few minutes spend airbrushing around it and I replaced the original head of Robocop. Mean or what ! Watch out Old Detroit, this bear's out to make a clean sweep... ■

**Peter Lee**



▲ This working screen may look cluttered, but it gives you a good idea of the versatility of the software. Top left is the original image of Robocop. Bottom left is the black and white cut-out of my glove puppet, loaded as a secondary image. This was re-sized and positioned using the Compose function, and airbrushed into place as in the main picture. Note the extra work on the neck, which had to be hand-painted because Sooty's hand was obscuring it on the original.



▲ The finished screen. He's mean, he's moody - he's got a water pistol too ...

# Image FX

## Installation correction

**There was a slight mistake in the hard drive installation instructions given in the June issue. To install *Image FX* (and *Cinemorph*) onto your hard drive, turn on your Amiga with no floppy disks in the drive, and boot from the hard drive. Now insert the *Image FX* program disk (no. 108) into any drive. Double click on the *Image FX* disk icon, and then double click on the Install_to_HD icon. The program and all of its supplementary files will be unarchived and installed onto your hard drive. Now reset, and you'll find the *Image FX* and *Cinemorph* programs resident on your hard drive.**

PART 1

**Last month's cover disk was surely the best ever. Find out more about its features over the next few months, starting off with Cinemorph.**

*Cinemorph* is an extremely powerful part of *Image FX*, giving you the chance to create professional quality morph and warp animations. To load it, double click on the *Cinemorph* icon in the *Image FX* disk window. You'll need 4Mb of RAM in order to run it. These instructions assume that you have installed the entire *Image FX* system onto a hard drive. *Cinemorph* will work on a floppy system in a limited capacity, but many of the features and demo files are only accessible from the hard drive-installed version.

## Morphing explained

Morphing is the technique used to change the shape and colours of one image into those of another. Much as we'd like to get through this tutorial without mentioning it, Michael Jackson's Black or White video includes some classic examples of morphing in the section where a series of faces change from one to another. This is achieved by mapping parts of one image to corresponding parts of another. These areas are then moved, stretched and shrunk accordingly over a number of animation frames. The result is an animation that shows the first image 'morphing' into the second.

## Getting started

Once you've loaded *Cinemorph*, it's a good idea to change the screen mode from high res interlace to non-interlaced high res or low res, unless you have a flicker-free display and plenty of RAM. Down-grading the the screen mode will save you memory and minimise eye strain on most monitors and TVs.




▲ **Change the screen mode to save memory and avoid the flickering interlace mode. Select PAL Low Res for maximum RAM economy.**

Now you can load one of the example 'projects'. Select Open from the Project menu. Select Dual.project or SmallDual.project (the latter if you're low on memory) and click on OK. You'll be presented with two windows, in which you'll see digitised photos of two people. They're both covered in a kind of mesh. This mesh is used to connect parts of the first image with parts of the second.

Click on one of the points in the left window, and you'll see it turns yellow to indicate that it's active. Look to the window on the right, and you'll see one of the points there has turned yellow too. These two points are linked, so that when the animation frames are rendered, the area beneath the point on the left will shift to become the area beneath the point on the right. The same is true of all the other points, so what you get is a mass migration of pixels from their original colours and positions in the first image, to their new positions in the final frame. This takes place over a specified number of frames, with the pixels moving just a little between each. When the animation is played back in full, the first picture appears to morph into the second. The easiest way to see how it works is to set the animation rendering. To save memory, you can select Lo-res from the Render menu.

Now select Render Sequence from the Morph menu. A file requester will pop up. Select a part of your hard drive that you want your animation saved to, enter a filename, and then click on OK. The frames will then be rendered one by one, and saved out to the hard drive. You'll end up with a series of IFF picture files with your specified filename followed by a three figure number. This is an alternative way of saving an animation (as opposed to saving the frames as one big file). In many cases, it is the best option, as the size dimensions of the animation frames can confuse programs like *Deluxe Paint*, making them jump into strange screen modes. To view the animation, load the frames into *Deluxe Paint* or *Brilliance*. With *Deluxe Paint*, use the Load Picture option, and enter '8' into the box marked '# of Frames'.

## Do it yourself

In order to create your own morph, you'll need two images with exactly the same dimensions. These can be in any of the 26 formats supported by *Image FX*. Click in the left window and select Load Image from the Cell menu. Select your first image, and it will be loaded into the left window. Now click on the right window, and load the second



▲ **Warping is a way of stretching and shrinking certain parts of a picture and is especially useful for caricatures.**



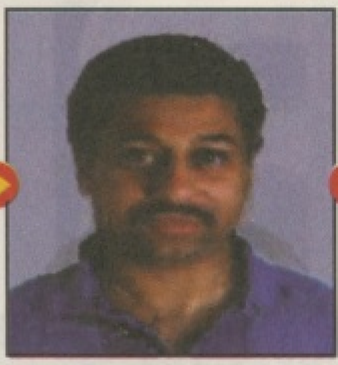
Frame one shows the girl unchanged by the process.



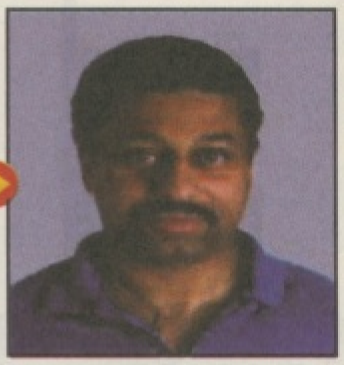
Look carefully and you'll see a few minor changes here.



In this example the hair hasn't been mapped perfectly and so fades out.



Now the testosterone-filled shot-putter is almost 100% male.



The transformation is complete. Not the neatest morph ever, but not bad.

image in the same way.

## Finer points

Now you have two images, with a mesh overlaid on each. The key to good morphing is assigning the right bits of the first image to the right bits of the second. Faces are some of the easiest things to morph, as the features of the first can be easily mapped to the corresponding features of the second. When morphing faces, it's essential that you match up eyes to eyes, ears to ears and so on. However, morphing two completely different objects calls for a bit more planning.

A good place to start is around the edge. Using the points around the edge of the grid, outline your subject one point at a time, switching back and forth between the images for each point. Once you've got the outline sorted, move in and pick out the details and features, mapping them to features on the second image. Continue this until you think you've given enough information for a smooth morph. After a few attempts, you'll find out what works and what doesn't.

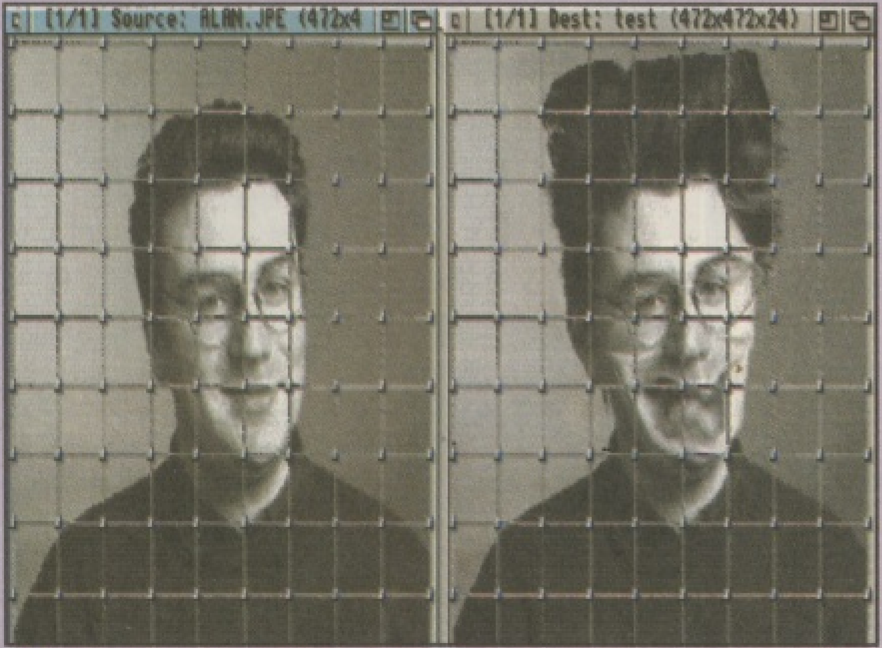
For finer control over the morph, you can add more points. Use the Add Row and Add Column options from the Point menu. Add Column inserts a column of points to each window, directly to the right of the currently selected point. Add Row inserts a row of points below the selected point. These can be removed with the delete functions from the same menu. So long as you have the patience, the more points you use the better. This will help you avoid problems like the girl's hair fading in the sequence above. ■

**Tony Horgan**

## Next Month

That should get you up and morphing. Next month we'll have a complete run-down of all the *Cinemorph* menu options, and continue with further adventures in the land of image processing. If you're itching to know more about the main *Image FX* program, don't worry, we haven't forgotten about it! We're going to be continuing the tutorials over the coming months. There's plenty more on the way in forthcoming issues of CU Amiga Magazine.

## Get ready for warp mode – full speed ahead



On the left is the original picture of CU Amiga Magazine editor Alan, all clean and freshly groomed. On the right is the warped version, with the ruffled hair and the spooky grin.



One of the best ways to understand how Cinemorph works is to load up the demonstration 'projects'. These two frames show how parts of the source image are linked up to parts of the destination.

Warping is like morphing, but you only need one image to start with. The image is loaded into both windows and the points of the mesh are matched up and moved as before, only in the second window, you move the points so as to stretch, shrink and contort the picture. When the image or animation is rendered, you get a distorted version of the original picture. This is how those bug-eyed effects are done.

To do a single frame warp, select New from the Project menu, then from the Settings menu, choose Mode > Single Image. Now load an image as before from the Cell menu. This will appear in both windows. Drag the points around to line up with key features of the first image. With the left image selected, choose Copy Points from the Points menu. This will duplicate the mesh from the left window in the right window. Now you can set about dragging the points in the right window to their new locations. When you're happy, select Render Single from the Morph menu. You'll be presented with a slider bar, which represents the number of the frame you want to render. In this case we want to render the final frame, so move the slider full across to the right, then click on Generate. Enter a filename in the requester, and the frame will be rendered, displayed and saved under the filename you just specified.

To generate an animated warp, do exactly the same, but use the Render Sequence or Render Animation option instead of Render Single from the Morph menu.

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# Directory Opus

PART 5

**Over the last few months we've covered everything needed to become an expert in the art of Opus. Now it's time for your questions and answers.**

## You can bank on it

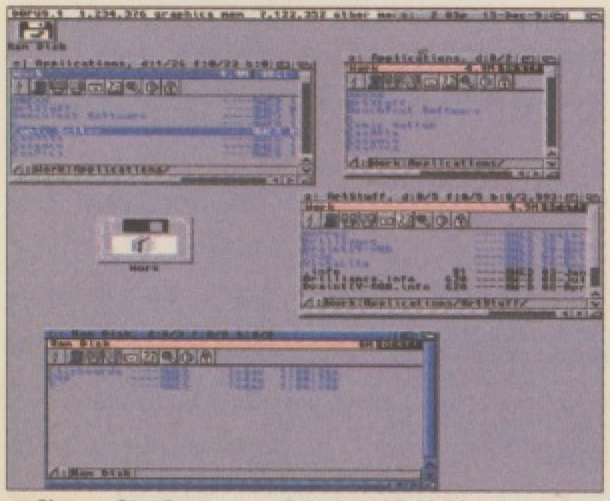
A Mr. Blincoe from Devon called asking about button banks. He's changed the main buttons but has come across extra button banks in the configuration screen and wants to know what they are.

This was covered in the tutorial on changing buttons in the April issue. If you look at the normal *Opus* button bank you'll see several buttons have little ticks on the corner. This means that if you hold down the right mouse button when the pointer is over it a second button will appear. These secondary buttons are held in a second button bank, which is what Mr. Blincoe was seeing.

## Having a hard time

We've had several calls from people getting completely lost when it comes to using *Opus* with hard drives. Firstly, to answer a Mr. Ramid, Cumbria, *Directory Opus* is supplied on floppy disk. Files and programs are put onto the hard drive by using Workbench or *Directory Opus* copy commands, you can't physically put the Opus floppy disk into your hard drive as this will destroy your hard drive. For information on how to do this refer to our March 95 issue.

The common problem most of you seem to be having is not a problem with *Opus* but with the names of your hard drives. When referring to any device (floppy or hard drive) that has a space in its file name you'll need to put the device name inside quotes. So if your drive was called STAR TREK you'd need to type in "STAR TREK". Without the quotes AmigaDos will assume the space marks the end of the drive name and get hopelessly lost.



▲ Directory Opus 5-you can now have several destinations for copying a file at once. Check out the full review this issue.

## Multiple windows

One caller to our office asked if it was possible to have several destinations for copying a file at once. For example, copying a file to RAM, DF1 and HD0 in one go. Sadly this isn't possible in *DOpus 4*, although a way around it would be to set up a button to copy the selected files to the destination drawer and other set drawers for you but you couldn't specify the other drawers each time. This ability is, however, possible in *Directory Opus 5*. See this issue for a full review on the new version and its capabilities.

## I need help

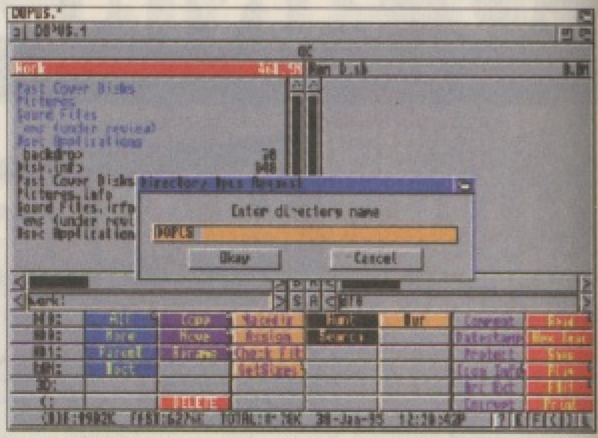
This next question has stumped me. A Mrs Harwood, Shropshire, has asked if it's possible to create new help messages for buttons you've created. The text for the help files is stored in a text file supplied with *Directory Opus* and this can be edited. Unfortunately, I couldn't see any quick way of getting this to work with new buttons. If anyone out there knows the answer drop us a line.

## CDXL playback

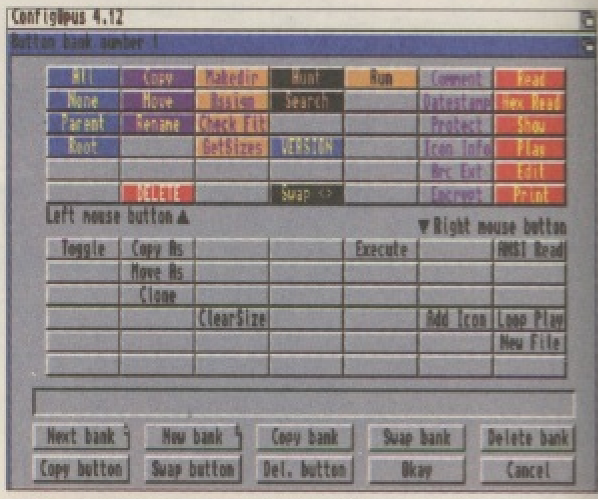
Tim O'Brian, Dublin, faxed us asking how he could get *Opus* to play CDXL video files. CDXL was Commodore's version of full-motion video, albeit in quarter of a screen. This is a feature of the recently released InfoNexus and can't, to our knowledge, be done in *Opus*. Again, if anyone knows of a way we'd be interested to hear about it.

## Top tip

Cindy Long, London, gets this month's award for the best tip. Pressing TAB or Space when Opus is running will swop the active window between left and right. While the cursor keys will scroll the window sliders around. Nice one Cindy, have you got any others? Don't forget to send them in.




▲ Creating a directory to hold Directory Opus on your hard drive. Note the line 'Work:' to be left and just below the Make Directory requester.




▲ In this window you can make any alteration or adjustment that you like to the button.

## Compo time

Fancy winning a copy of the stonking new *Directory Opus* Version 5? We thought so. Well it's dead easy. All you need do is to create your own *Directory Opus* configuration setup and send it in. The winner will be the person who we judge to offer the most imaginative and clever use of the configuration options.

Send your entries to Gimme 5, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Entries must be received by 19/6/95. Editor's decision is final. No employees of EMAP Images or Wizzard may enter. ■

**Andy Leaning**

## Write to us – please

**That's it for this month. If you've got any problems, questions or tips relating to *Directory Opus 4* (February's cover disk) send them in. We'll print the best ones each month. Letters should be addressed to Only Opus, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

# ProDraw

PART 2

**It's time to be inspired! ProDraw is much more than a drawing program as you will see when we reveal how you can create some spectacular headings.**

When it comes to creating fancy text effects, *ProDraw* is hard to beat and in this month's instalment of how to be an artist without really trying, I'll be showing you how to create a heading or two that will impress your friends and make your rivals green with envy.

Before we start, a few words about using fonts with *ProDraw*. If you are using a floppy disk based system, you will only have a choice of the two fonts that come with the program. These are Times (PD) and Triumvirate (PD). If you have a hard drive and bought the *ProDraw* Upgrade Pack from LH Publishing, you will have a wider range of fonts such as those seen in the screen shots accompanying this tutorial. If you want more information about how to use fonts with *ProDraw*, write to LH Publishing for a free information pack. The address is 13 Gairloch Ave, Bletchley MK2 3DH.

## The right image

Now to get down to the business of creating some text out of some nice illustrations. Run *ProDraw* and make sure you have Wireframe mode selected in the Preferences Menu. This speeds up the program and means that when you have white objects on the page, you can see them on-screen. Please remember though, that any object drawn while in Wireframe mode, will remain transparent with a thin border.

To start proceedings, choose Import Bitmap from the Project menu and use the requester to choose a bitmap picture for this tutorial. A photograph of a person, landscape and so on will do nicely. Once the program has loaded the image, it will appear attached to your pointer. Stamp it down anywhere on the page.

Change the picture's size by first holding down the Alt key. Then grab one of the picture's handles with the Null Pointer and use that handle to size the image. If at any time, you want to Undo an action, press the Esc key. To delete an object, press Shift-Delete.

Next, click on the Rectangle tool and draw a box a little bigger than the picture. With the rectangle finished, make sure it is still selected by checking that the handles on all four corners are visible. Choose Fill/Solid from the Attributes menu. The short-cut for this is Right Amiga-F. Because you are running in Wireframe mode, you won't notice any difference in the rectangle's appearance. If you want to confirm that the fill is present in the box, use the keyboard short-cut of Alt-W which toggles Wireframe on and off.

The rectangle will have a line around it which needs to be removed. You can confirm the presence of this line by toggling Wireframe off. To remove the line, select Line Weight from the Attributes menu and choose None. When in Wireframe mode, a line will remain visible so don't panic if it doesn't disappear.

## Making words

Now create some text. Click on the Text tool and a panel will appear on-screen. Choose a Font and a size (96pt) and then enter 200% into the X and Y gadgets next to the word Bold. Click OK, and then stamp the I-beam onto the page and type some text like the words CU Amiga.

With the text selected, double click on the Size tool and enter 200% into the Y gadget. This will stretch your text vertically. Place the text in the middle of the rectangle. Before performing the next step, make sure the colour of the text is white by toggling Wireframe off and back on again.

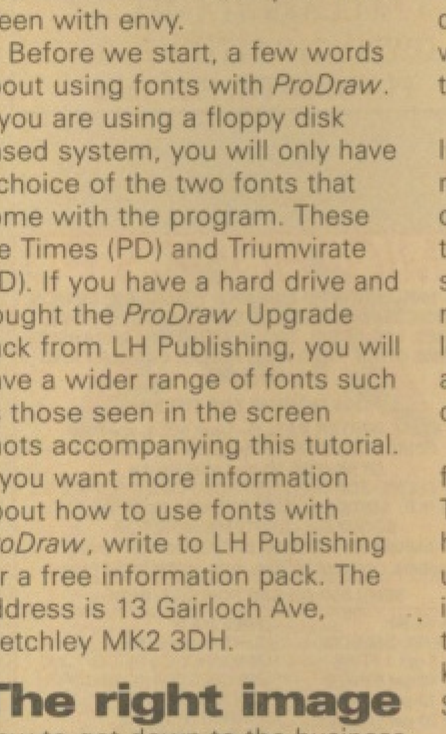
Your task is to now join the text and the rectangle together so that the text becomes clear and the rectangle remains a solid white. Select the text and then while holding down the Shift key, select the rectangle as well. With both objects selected, choose Make Compound Object from the Object menu.

Move the combined text and box over the top of the picture and turn off Wireframe. This should result in the effect of having the image blocked out by the rectangle with the picture showing through where the text was. By combining this effect with some of the other functions like Mirror and Distort, some spectacular results can be produced, especially if you have a colour printer to hand. ■

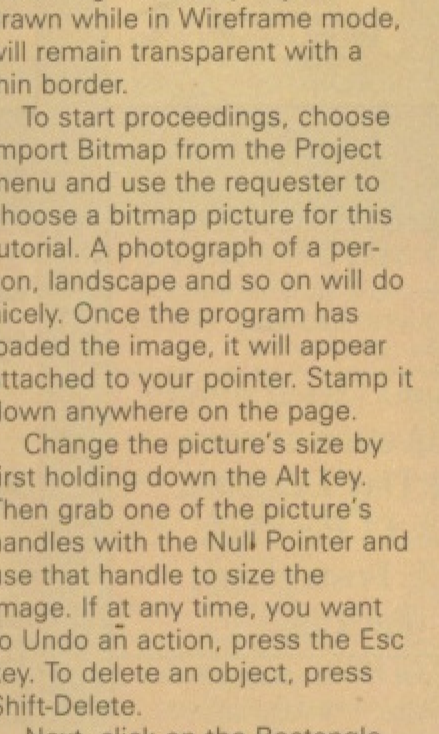
**Larry Hickmott**

## Upgrading your cover disk

**We've had a few callers asking about how they can print from *ProDraw*. The problem most floppy disk users are finding is that the program disk is so full, it's impossible to fit a printer driver on there. To get around this, Don Cox of Don's Genies fame has come up with a solution whereby a lot of the files are Power Packed leaving plenty of room on the disk for printer drivers and so on. This is in addition to the other version we have which will run on the Amiga 1200 or 4000. Both updates are available for £3 from LH Publishing, 13 Gairloch Ave, Bletchley MK2 3DH.**



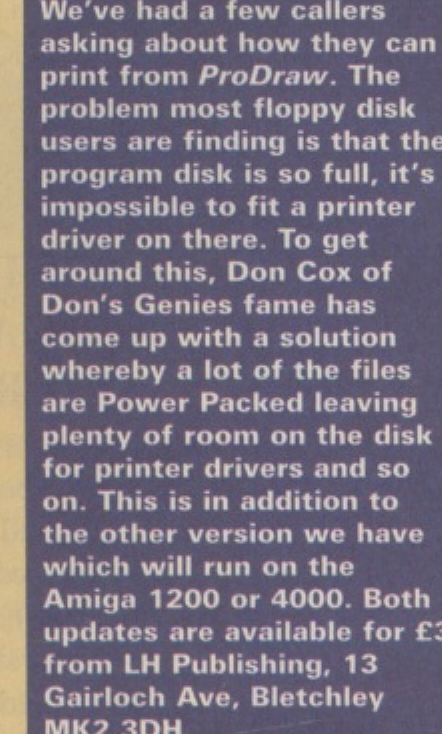
▲ To begin proceedings, import a bitmap and stamp it down on the page. A photograph like this is always useful.



▲ Next draw a rectangle larger than the picture and give it a white fill with no line weight. Then create some text.



▲ The bigger and bolder the text is, the better! Also, make sure that it is white, the same colour as the rectangle.




▲ Select the text and the rectangle and make them a compound object and you'll end up with a stunning result like this.

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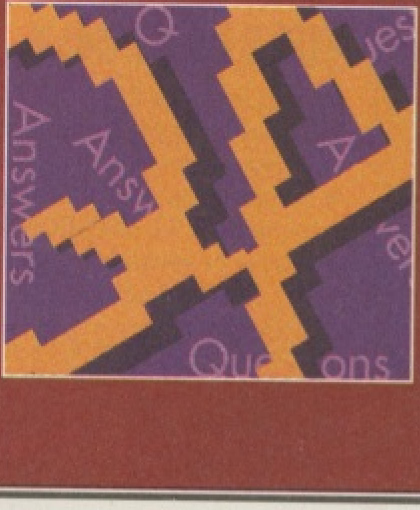
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## Going up the chippy at lunchtime with this pair of Amiga crusaders is an eye opener.



**TONY HORGAN**
**A large 68040 and some battered 020s please. Oh and some questions too.**



**ANDY LEANING**
**Could I have a RAM burger, a deep fried Squirrel and some answers to go?**

## Variety pack

I share an A1200 with my son. Although my son uses the machine mostly for games I use it for my degree course – word processing, spreadsheets and, in future, database applications. I have some questions for you:

1. After reading the accounts of RAM upgrades/accelerator boards, the Blizzard 1230-III and Viper, I am at a loss! Which would suit my needs to maintain games capability without compromising the best possible upgrade to maximise the A1200?

The alternative would be to buy a PC or Apple Mac, but how can an outlay of £1000+ be justified when I already have a perfectly capable machine?

2. Where can I get a Commodore 1940 and 1942 monitor. Or is there an alternative?

3. I have recently taken out a subscription but missed the February issue, how can I get a back issue?

4. Would HiSoft's Squirrel be compatible with any of the expansion boards already mentioned and would it be a good investment for future expansion?

Finally, I enjoy the tutorials and would like to see more in-depth and taxing ones in the future. Also the Question and Answers pages are fascinating – I have learned more from them than from the manual – more please!

**Ian Swann**
**Gateshead**

*Firstly let's answer question one and four at once. If you're after an accelerator and also interested in SCSI there is only one choice. The Apollo 1230 must be top of your list. It has both the accelerator you need and SCSI compatibility for CD-ROMs and the like (see the review in last month's issue). Because it has SCSI built in you won't need the Squirrel. It's slightly more expensive than the Blizzard or Viper but will cover all the bases and it's far cheaper than buying a PC or Mac.*

*The 1940 and 1942 monitors have been out of production for a little while now. We suggest you take a look at the Microvitec 1438. Many dealers stock it but it has no sound as standard so keep an eye out for offers which include speakers.*

*No February issue? Tut, tut. Missing an issue is a serious offence. Sadly, you are out of luck where back issues are concerned. February was our fastest selling back issue ever and was out of stock in days.*

## Terminal attraction

Is there any way to connect a Tandata Td2500 to my A1200? The Tandata is a keyboard with a built in modem which was used as a link from home to the mainframe at work. I am wondering if there is any way to rig up a cable and access the modem inside the Tandata using my Amiga. I know the modem will be slow as the machine is quite old but it would still enable to me access to bulletin boards.

I'm glad to see that Escom have bought Commodore. I hope they sell the Amiga for a long time to come. Long live the Amiga.

**Matthew Key**
**Brixham**

*Bad news I'm afraid Matthew. Looking at the diagram you sent of the Tandata's ports there doesn't appear to be a way of connecting i t to your Amiga.*

*However, this is almost certainly a blessing in disguise. The Td2500's modem is old and slow and so your phone bills would be astronomical. It's far better that you budget the money and save up to buy a 14400 (or faster) modem. In the long run it'll save you money.*

## Partition probs

I have an A1200 with a 120Mb hard drive which I've had for over a year with no problems. I recently did a spot of Spring cleaning and reformatted it from scratch into two partitions. Now when I try to open one partition I get the warning Volume Work: has a checksum error on diskblock 31100.' I get no luck with 'Retry' but if I click on 'Ignore' the partition opens as normal. At the moment it is a minor inconvenience but I am concerned it may develop into something worse.

What action I can take? I am loath to format the thing again as I have a lot of data stored.

**Gary Mackintosh**
**Aberdeen**

*There are two courses of action you could take. The first is to get hold of a disk recovery utility such as DiskSalv. This will help you to sort out the error but do nothing to find the cause of the problem. The second is to do the thing you loath and format the disk again. This should be more effective in the long run. However, for best effect we recommend that you do a combination of the two. Use DiskSalv to find and eliminate the problem, then take a back-up and reformat the partition. Fairly drastic yes, but it's the best way to ensure your drive's integrity.*

## Music maestro

I've got *OctaMED 4* (from your cover disk) and plenty of mods and samples but what are the copyright laws? What if I want to make remixes and give them to

my friends on tape? Would I be in trouble with the law?

PS. If you print my letter please don't print the address!

**Tristan**
**Somewhere beginning with N**

***This question is a little tricky. The copyright on various samples and mods should lie with the originators. However, many of them are put into the public domain which makes them freely usable. The only way to find out with mods is to scrutinise them to see if an author is credited. Samples are trickier, if they're just instrument samples you are probably safe but breakbeats, lyrics, riffs and such like will almost certainly be copyright. Legally, we suggest that you only use those samples and mods which are either truly public domain or which have been offered for modification. In practice it is highly unlikely that anyone would even consider prosecuting you unless you were causing them lost revenue or making a profit from the tapes.***

## More X-CAD

I am writing to enquire about the excellent tutorial on *X-CAD*. In the tutorials several references were made to books. What books? And when are we going to get some more tutorials? Also, when booting from my external drive a system requester sometimes appears saying 'Disk has boot error.' This only happens occasionally and only on my external drive. What's wrong with it?

**Steve Hawkins**
**Liverpool**

***The references to books were all made with the idea of you popping down to your local library. Thanks to the Dewey Decimal system, if you go there and ask for the following sections there should be a few books on the subject of design: 744.42 and 604.2. These are Technical Drawing and Engineering Drawing respectively. As to more tutorials we welcome reader's responses but feel that the X-CAD series has run its course. Getting a disk head cleaner from your local computer store should solve your drive problems.***

## Speed questions

I have an A1200 with a Viper-2 68030, 68882 and 4Mb of 32-bit RAM. I use Giga-Mem V3.12 for virtual memory management and have some questions on it:

1. When I try to use *LightWave 3D v3.5* with Giga-Mem, *LightWave* crashes. Why?

2. Can *Final Writer V3* use virtual memory?

3. While simulations like *Dawn Patrol, Sim City* etc. run faster with the Viper-2, arcade games like *SWOS, Aladdin* and *Mortal Kombat 2* run slower than an unexpanded A1200. Disabling the 68030's caches doesn't do anything. Are those games programmed only for the 68000 and 68020?

4. Will there be a 68060 board for the A1200?

**Sinan Gurkan**
**Istanbul**

***The only thing that we can come up with is that LightWave simply does not like using virtual memory. The same may well be true of Final Writer, though it seemed to work when we tested it with VMM.***

***As a general rule Amiga programs are not designed to use the 68030's MMU. Although Final Writer appeared to work we would be disinclined to do any essential work using a memory manager.***

***However, Final Writer shouldn't need it as you have 6Mb of memory in total, which should be plenty.***

***The problem with games slowing down is a strange one. I would be inclined to suspect that the Viper-2 is to blame rather than the games. It's not that there is anything faulty with the board, it's probably just the way it has been designed to interact with the Amiga. Various boards are not always compatible with, or will not optimise, every piece of software***

***As to a 68060 for the A1200, it's very unlikely I'm afraid. The board required would be too big to fit. Maybe someone will produce an external version though. There is also the possibility of using a new casing with the guts of an A1200, which would allow room for an 060 board.***

## Hard times

Can you help? I have an A590 hard drive and an A570 CD-ROM, both of which slot into the user port on the side of my Amiga A500+, but ... only one at a time. Is there any way that both can be connected at the same time to save swopping to and fro?

**Adam Norton**
**Widnes**

***Unfortunately no. It was a major foul up by Commodore that the two are incompatible. You couldn't have them both in there at the same time even if you were to build a special adaptor, as they both try to use the same circuitry.***

***You could try using a SCSI CD-ROM drive with your A590, but then you'd lose compatibility with CDTV software.***

## Indy 500

I have an old A500 1.3 with 1Mb of memory, an Action Replay and an external drive. I would like to upgrade to an A1200 but I can't find anyone advertising them in your pages (perhaps because they are out of production). So, I have a few questions for you to answer:

How can I run AGA games in my A500. I can hear you say 'that's impossible', and I thought that too, but yesterday when I was searching through your pages I came across a tiny advert for Communicator II. It said it offered AGA graphics to older Amigas by connecting a CD32. Would I be able to run AGA programs? Would it give me 2Mb of chip RAM? A hundred percent Compatibility? Are you going to review the Communicator II?

Finally two little questions: What are the requirements for running Power Computing's Super XL Drive?

Is there any problem with the 3.5Mb version as it has completely disappeared from the company's adverts?

**Rafael Prada**
**Madrid**

***All is not quite what it seems. The Communicator II definitely does not turn an A500 (or any other Amiga) into an AGA machine. Yes you will be able to run AGA programs, but only on the CD32.***

***The A500 will never, repeat never, be able to run AGA programs. It just can't do it. The only 2Mb of chip RAM you'll have will be firmly secured in the CD32.***

***However, shout and jump for joy because now that Escom have bought Commodore you'll soon be seeing A1200s back in the shops. Show Escom they were right to buy Commodore by getting yourself an A1200 as soon as they hit the streets!***

***In answer to your two little questions, you need Kickstart 2+ to use the Super XL Drive.***

***The reason the 3.5Mb version is no longer advertised is that it Power Computing have experienced some delays in its production.***

## Compact 600

I own an Amiga 600 which is connected to a star LC 100 colour printer. Day in, day out I have been trying to get it to print from *DPaint IV*, but a system message comes up saying 'can't open printer device.' Could you please tell me why this happens and how to solve it. Even going to the printer drawer and selecting the Epson X driver on *DPaint* and Workbench 2 I still have had no luck. I have tried to print from Notepad on Workbench 1.3, it works but it only prints text with the built-in printer fonts and not with the actual Notepad fonts – italics, bold, underlined etc. Could you please explain what I am doing wrong and which are the correct EDS dip-switch settings for the printer to print with on-screen fonts.

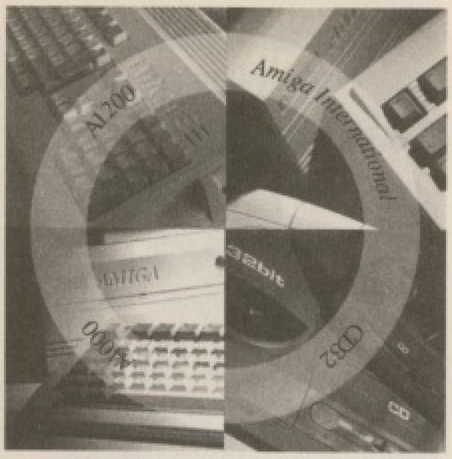
**Jack P**
**North London**

***The answer to this problem is a simple, but not all that obvious. Somewhere along the line you've lost a file or two from your DPaint disk. Assuming that you are using a copy of DPaint, the two files you need to check for are both from the 'Devs' drawer. They are: Parallel.device and Printer.device. The latter you are definitely missing, the former you should make sure is there. You can copy them across from your Workbench disk.***

***The problem with Notepad could be one of several things. The most likely one is that you need to select "Print Graphic" when you wan t to print fonts. Otherwise, check that you have the correct printer driver selected on your 1.3 disk.***

***As to the dip switches, I'd leave them well alone until you solve your software problems. Playing with them might exacerbate it.***

**NO SAES PLEASE**
**We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.**




# Frequently Asked Questions

## Everything you should know about buying a secondhand Amiga.

### Q. Where can I buy an Amiga?

**A.** Currently no Amigas are being manufactured, although this situation is due to change soon as the new owners get into gear. This means unless you find a computer shop which has been in a time warp, you will be buying a used Amiga.

Most of the time a secondhand computer will work perfectly as long as the owner has taken reasonable care of it.

### Q. Which Amiga models are available?

**A.** The first Amiga was the A1000. This is not particularly useful and is best considered a collections item. Memory expansion is extremely limited. Don't think that an A1000 with loads of signatures inside the case is extra valuable: it's not, as all A1000s have these marks.

The A500 was the entry level Amiga and the first models had 512K as standard and Workbench 1.2 or 1.3. The A500 could be expanded to Workbench 2 or 3, and all manner of memory boards inserted to give a maximum of 9Mb of memory.

The default 68000 processor could also be improved, with 68020, 68030 and even 68040 accelerator cards available. No hard drive or hard drive interface were included as standard: only a edge connect on the left-hand side of the keyboard.

The A500 was also released in a special A500 Plus form which had up to 2Mb of Chip ram and Workbench 2 as standard. A very small number of hybrid machines (called the Plus, but with 1Mb of Chip ram) seem to be in circulation too.

The A2000 has similar specifications to the A500, with the addition of Zorro II expansion slots. These allow memory and hard drives to be added. The A2000 came as standard with a hard drive, and a UK variant, the A1500 came with two floppy disk drives instead. Both the A2000 and A1500 have huge desktop boxes with external keyboards.

The CDTV is a suave black box, with the guts of an 1Mb A500 inside. It has a single speed CD-ROM drive inside as well and an external floppy disk drive, mouse and keyboard can be added to give all the functionality of an A500. There is no external edge connector, although several hard drive and memory upgrades were sighted. The CDTV is now a bit of a white elephant, although at the right price it makes a cheap (and slow) CD-ROM drive.

The A3000 came in a box slightly smaller than the A2000, but with a 68030 processor available in two speeds (16 and 25Mhz). There is an integral SCSI interface and a hardware "flicker fixer" which makes it the only Amiga cable of easily driving a standard PC style SVGA monitor. Memory expansion is through tricky ZIPs, but the Zorro slots are type 'III' which means there are plenty of very fast graphics cards about. The A3000 is definitely a 'Best Buy' so keep a look out. The A600 took the A500 and repackaged it into a smaller case. It lacks a numeric keypad, but gains an internal IDE interface and PCMCIA slot.

The A600 was a bit of a disappointment, and unless it was very cheap indeed ignore it in preference to an A1200.

The A4000 is also hot stuff if you can track one down. It features the AGA graphics chipset as standard, along with Zorro III expansion slots. At the moment you can pretty much name your selling price and if you looking to buy one you need to be lucky to find one. If you do, it will probably be the 68030 based version, which you can upgrade to a full 68040 or even 68060 for the best part of £1000.

The A1200 became the replacement for the A500 which the A600 never was. It features an 68020 chip, the AGA chipset and can be expanded both internally and externally. It's a terrific machine but when buying check to see what memory is provided (the 2Mb standard is all right, but more memory in the trapdoor makes it a lot faster) and if you are lucky there will be an internal hard drive.

The CD32 is the 'CDTV mark 2', with an A1200 inside and a double speed CD-ROM drive. There are plenty of games available and it is possible to buy extra hardware to provide full A1200 compatibility. However, if you buy an A1200 it is easier to add a CD-ROM drive to it, instead.

### Q. What should I look out for when buying?

**A.** First of all, never buy a computer you can't see working. If the owner refuses to show it switched on, walk away: there are plenty of other computers for sale. Secondly, if you are upgrading or buying a second Amiga, bring some disks of your own which you know work.

Checks: switch it on (with no disk in the drive) and wait for the 'Insert Workbench' prompt to appear. This will also let you know which Kickstart ROM has been installed. Listen for the click of the internal floppy disk. If the keyboard caps lock light flashes several times, or the computer doesn't display an insert disk but crashes with a GURU or Software Failure message, something is amiss.

Insert the Workbench floppy disk (a good owner will have a back up of their original Workbench ready, although you should always bring your own). The normal Workbench display should appear within a minute or two of inserting the bootable Workbench disk, whereupon you should find the Shell icon and open a Shell window.

Test the keyboard by typing each letter and number. The function keys won't do anything, although if the other keys are OK then they are probably fine too. By typing AVAIL from the Shell you will also see a display of the amount of memory, split into 'Chip memory' and 'Fast memory'.

Check that the mouse moves freely and the on-screen pointer moves properly. A jerky movement is probably due to a dirty mouse ball but if the mouse doesn't seem work or sticks to one side of the screen or the other then it's possible one of the CIA chips is broken. This could also effect a modem or printer (if you happen to have portable versions of either, it is worthwhile bring them along to test). An A1200, A600 or A4000 will be expensive to repair in these situations.



A dodgy CIA will also stop a joystick from working, but the only way to test this is to load and play a game. A game is the best test of all, as it will also demonstrate the level of the Amiga's graphics and sound facilities.

If the Amiga is advertised as having a Real Time Clock, see if the time is correct when switched on (enter Date at the Shell or find the Clock tool). If it isn't right, set the time switch off and re-boot. If the time is still wrong, the clock battery is probably malfunctioning. Some kinds of battery can be replaced, others need unsoldered. Check to see if the battery has leaked acid in the form white powder: a pretty good sign that it has passed its use by date. ■

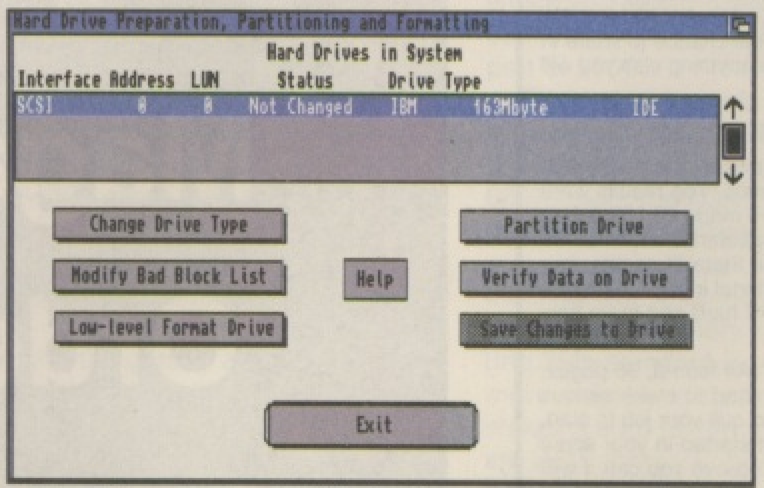
**John Kennedy**

# Masterclass

**Thinking of installing a hard disk? Already got one but don't know how to partition it? (Or even what partitioning is!) Let us be your guide ...**

Everyone should have a hard disk. They make life so much easier. No more disk-shuffler's-wrist. No more terminally slow grinding as you wait for Workbench to load.

A hard drive is the classic I-don't-know-how-I-ever-survived-without-it scenario. In the May '95 issue we told you how to fit one to your A600 or A1200. Now we show you how to get a hard drive working properly with any Amiga. Indeed you may already have a hard drive fitted but you might need to partition or re-format it if its performance has been downgraded.




▲ Figure 1: The opening screen from HDToolbox. It's very easy to use once you get the hang of it and get to know what does what.

The most important thing to remember when using this article is that you will lose everything on your hard disk. If it's a new disk this isn't a problem but if you are optimising an old disk or transferring it to a new machine and you have valuable data there, be absolutely sure to back everything up to floppy first. If not disaster will ensue.

The second most important thing when sorting out a hard disk is to get Commodore's *HDToolbox* program. There are other programs which will do the job but *HDToolbox* is the program everyone knows. It may not be the best but it is the most widely documented. Any good PD supplier should have a copy they can sell you. The other thing you need is knowledge. Without it there are some nasty hurdles that can topple you.

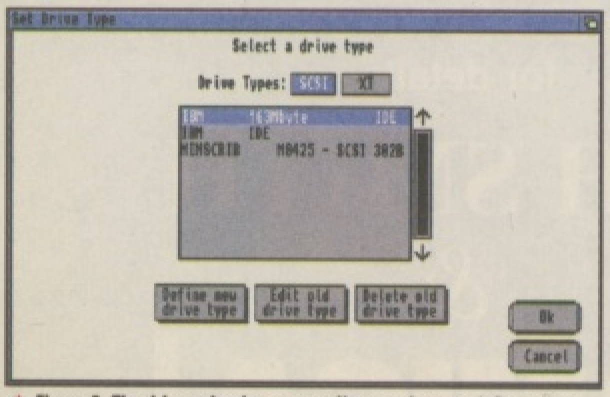
## Drive talking

Once you have a hard drive fitted that may seem to be the end of it. Things have only just started though. You have to let your Amiga know that it has one resident. The *HDToolbox* program is there for this purpose. It organises the drive in a way your Amiga can understand.

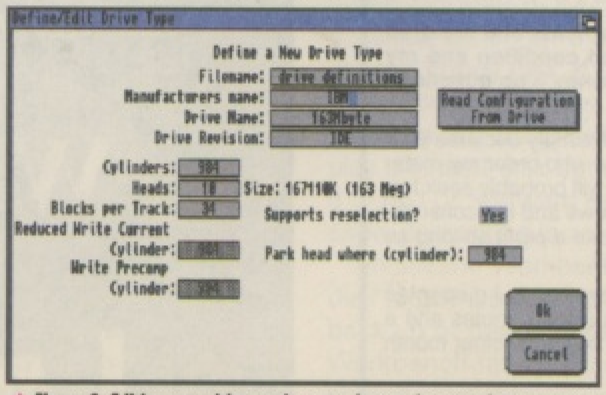
The first thing you need to do is get *HDToolbox* going. Easy enough. The disk should be supplied as a bootable Workbench disk. Double click on the disk's icon and then the program icon. And up pops a screen like the one in Figure 1.

The second, very useful thing to know is what is printed on the the label of your hard drive. Before installing or replacing it copy all of this information. If you don't have it then carefully remove the Amiga's casing again and take down the information.

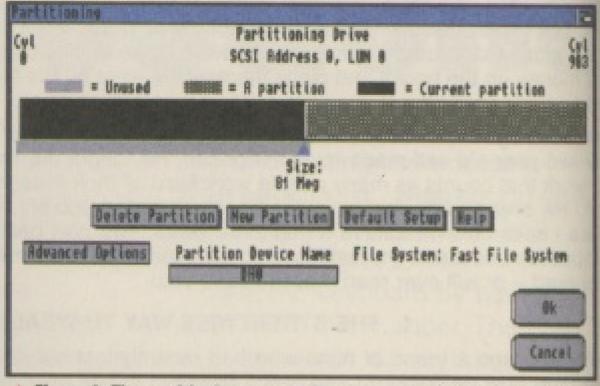
Although you now know what your drive is, it's a fair assumption that the computer doesn't. If it does then you'll probably have a properly defined 'drive type', see Figure 1. If the information on your drive matches what's in the window at the top of this screen then you're several steps ahead. This means that you can skip few paragraphs, and move on to the one entitled 'Chop it up', which is all about partitioning the drive. If you have any problems though, try coming back to this part again and changing the drive type; perhaps the hard drives's specifications are not recognised by *HDToolbox*.




▲ Figure 2: The drive selection screen. You may have to define a new drive or you may be lucky and have had it done for you.




▲ Figure 3: Editing your drive made easy. Just make sure that you enter the correct figures. It'll still work if you don't but can cause damage.




▲ Figure 4: The partitioning screen. Thank heavens for the help button!

OK, time to plunge in. Click on the button marked 'Change Drive Type'. A screen like the one in Figure 2 should appear. It may not have the same text in the central window as mine, but it should have something in there. Now read the boxout on the opposite page headlined 'Machine Types'. This will tell you what sort of hard drive your machine should have. If you have an XT drive then click on the box marked 'XT' at the top of the screen. If you have a SCSI or IDE drive then click on the box marked 'SCSI.' Easy.

## Being specific

Next up we need to define the drive: your Amiga needs to know what the drive's specifications are. If you've got a new drive just click on 'Define new drive type'. If you're updating an old drive click on 'Edit old drive type'. Either will lead to the 'Define/edit drive type' screen like that displayed in Figure 3.

Here you need to do a few things. Again, it may seem daunting but it's deceptive. If you have an XT drive you'll need to enter those numbers you copied from the casing into the relevant boxes. Just click in each of the boxes and type in the data.

If you have a SCSI or IDE drive then you have the easiest option of all. Just click on 'Read Configuration from Drive' and let the software handle the pressure. Now all you need to do is enter the manufacturer's name, the drive type and revision. Assuming everything went to plan, click on OK. You can always click on cancel if you're not sure. Then do it again.

## Chop it up

Next up comes partitioning. Wait! Come back! It's easy! Really! Although partitioning sounds complicated it's a simple concept. Basically, sometimes it's handy to have two,

three or even more hard drives. Especially if you use your Amiga for work and play. Rather than having more than one, you can tell your Amiga to divide a single hard drive into separate partitions, which act as different hard drives, and are known as DH1 or HD1, DH2 etc.

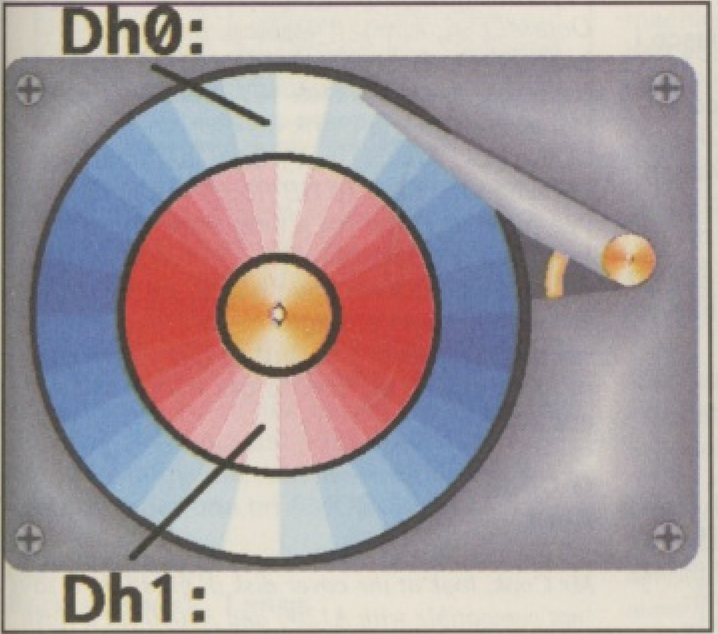
So, if you managed to make it back to the original screen (as in Figure 1) and you want partitions, click on 'Partition Drive'. You should now have a screen like Figure 4. It almost certainly won't be exactly the same though. They never are.

In the middle of the screen is a big bar. This represents your drive. There are also a few buttons. Don't touch the 'Advanced Options' unless you know what you're doing. First a word of warning. Every partition you create will eat 100K of RAM. It does this for a very good reason:it acts as a buffer, but this means that you need to weigh up which you need more, partitions or more memory. If you only have 1 or 2Mb of RAM it may be best to only have one partition.

## Cut it in half

As an example, I'll assume you only have one partition at the moment and want to divide it into two. The first thing to notice is the little bar under the big bar. There's a small blue triangle in it. Try moving it with the mouse. You should now realise that this is how you size a partition. So, move it until you get a figure that is half the size of your drive.

Now click on 'New Partition'. A new block should appear to the right of the one you just resized. You can swop between the two by clicking on either side of the big bar in the middle. Make sure that the partition names are DH0, DH1, DH2 etc. DH0 being the partition to the far left of the big bar. The reason I prefer to use DH1 instead of HD1 is because a lot of older hard drive installable software only recognises this name. Finally, if you're at all worried that you might have done something wrong, you can always click on 'Cancel'. You could even use it as a way of practising before you do it for real. If all has gone as planned and you have the number of partitions needed, click on 'OK'.




▲ Partitions are the simplest things. Just one hard disk pretending to be two.

## Frank it

If you are certain, and I mean certain, that everything is properly sorted, click on 'Save Changes to Drive.' This is the big one. It sets your decisions in concrete. Make sure you have done everything right first. If, and only if, you have an XT or SCSI drive you should now click on 'Low Level Format.' But: DO NOT DO THIS TO AN IDE DRIVE! IT WILL KILL IT! The reason for this is that IDE drives store information about themselves on the disk. A low level format will delete this information and hence the drive won't know who or what it is. Nasty stuff.

Finally, click on "EXIT." Which tells both the drive and your Amiga that everything is ready to go. The only thing you have to do now is format the partitions. They should appear on your Workbench as icons (Dh0:? and Dh1:?). Format them exactly as you would format a floppy disk. They may take a while though – they're likely to be considerably larger than an 800K floppy!

And that's it. The dirty deed is done. Easy when you know how. ■

**André Digard**

### WARNING

**The information contained in this article will, if followed, remove all data from your hard drive. Use it with caution (and back-ups). Please note that this article is intended as a guide. If you don't understand any part of it then leave your hard disk alone. We cannot be held responsible for damage or lost data resulting from this article. If you are at all uncertain then consult a skilled Amiga engineer. And remember: NEVER LOW LEVEL FORMAT AN IDE DRIVE! It will kill it!**

# Hard drive compatibility with different amigas

If you are purchasing and installing a hard drive, or you have a drive and want to partition or re-format it, this list should help you through the Amiga hard drive compatibility minefield. The information here should be viewed as a guide and if you have any doubts about your machine show it to an expert.

One of the things that can be confusing is that different Amigas use different drive types. Some use SCSI, others use IDE. Still others use XT drives.

To help sort out what kind of drive you have check out this table:

### A500

The most popular type of hard drive, and the only official one, was the A590. If you are at all uncertain what type it is then turn the case over (be really gentle with it, it's delicate).

There are two types of drive used in these peripherals: SCSI or XT and here should be a nice big sticker on the underside telling you what kind of drive it is. If it's an XT then write down all the details from the sticker.

Other external drives have been available for the A500, but they vary in specification, so examine them carefully. There is also an external SCSI port on the A590. This uses SCSI hard drives only.

**GVP and other drives: DO NOT USE HDTOOLBOX!* Consult the manual which came with the drive!**

### A1500/A2000

These used the Commodore hard disk interface card which was either a SCSI or an XT, but definitely not IDE. The only real way of finding out is to open your Amiga up. It's a very easy thing to do, these machines were designed to be opened.

If you're not certain, try to get someone skilled to check. There should be details written on the hard drive itself. You only need to write down the details if it's an XT drive.

**GVP or other manufacturer's interface card: DO NOT USE HDTOOLBOX!* Consult the manual which came with the drive!**

### A1200

The internal hard drive is an IDE drive. External hard drive: DO NOT USE HDTOOLBOX!* Consult the manual which came with the drive!

### A3000

It's a SCSI. Be warned though! It might be best to check inside your machine if you bought it secondhand. There are several hard drive cards which will fit inside an A3000. Consult the manual which came with the card if there is one fitted*.

### A4000

The A4000 uses an IDE interface. Be warned though, like the A3000 it might be best to check inside your machine if you bought it second hand. There are several hard drive cards which will fit inside an A4000, including SCSI ones. Consult the manual which came with the card if there is one fitted.*

### CD32

If you've got a CD32 and an SX1 then you have the guts of an A1200 and you're looking at IDE drive compatibility.

***Note:** Some hard drives, most notably GVP ones, have their own *HDToolbox* style program. Always consult their manuals before trying anything with these drives. Using Commodore's *HDToolbox* program might damage your drive. Just to add to the confusion, some third party drives will use either.

# Back chat

**Welcome to our regular extravaganza of letters. Want to join the party? Write to us at Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

## LETTER OF THE MONTH

### Walking the plank

**I recently treated my A1200 to a 3.5" 270Mb hard drive, a Viper 28 4Mb accelerator and a multisync monitor. However, I'm not happy with the software problems I've been encountering. All the serious programs have worked fine but the games are a different story.**

**Originally I had problems with *Roadkill* but a letter to Acid software sorted it out. Another game I enjoyed was *Banshee* but despite having an installation program it refuses to work. I wrote to Core Design but they haven't bothered to reply despite my enclosing an SAE. My main complaint, though, is with Ocean whose *PGA European Tour* I recently purchased – twice. The first copy I bought was faulty but because Ocean did not bother to put an address either on the manual or on the box I have been unable to contact them. The second copy was the A1200 specific version and does work if you can stand the 20 or 30 attempts it takes before the computer recognises disk two which contains the copy protection.**

**I have never been or will be a pirate but these problems make me understand why people do it and it makes me less sympathetic to the publishers, some of which are so confident in their product that after you buy it you can't contact them.**

**Despite being pleased with my recent investment I am now beginning to wonder whether I might have been better off scrapping the A1200 and buying a PC.**

**Ian McLeod**
**Leeds**

*Ian, we agree with you on this one. Sadly, some software houses are still reluctant to make their games hard disk installable and doing so because of piracy is utter rubbish. A serious pirate will copy disks by whatever means and they won't worry about hard disk installability. I can't stop you from buying a PC, but consider the cost first – not just of the machine itself, but the software too. The Amiga is still much better value. Your problem with Ocean is unusual, they're usually good with customer support. If you have any more problems, call their technical helpline on 0161 839 0999 or fax them on*

### Upgrade?

I feel its time to put pen to paper to see if you can give me some answers: I am looking to upgrade from my A600 but to what? Having got caught in the A600/A1200 fiasco I am wary of the Amiga (I hasten to add I do love my Amiga and do not want to defect). However, with the future so uncertain, (I read the articles in magazines but they are vague) which computer should I buy. Do I purchase an an A1200 (which I had set my heart on )? If so where or when can I buy one? Do I wait for the A1400 – or will this be mega expensive or a white elephant?

**Alan Caton**
**Northampton**

*As far as we are aware the A1400, in reality, is basically the product of someone's overactive imagination. A new machine is by no means out of the question but it has not been named or confirmed by the Amiga's new owners Escom. The A1200 has always been a cheap but effective machine to manufacture and own and they realise this, so you can expect to see them in the shops again soon – probably at an Escom retailer near you. It is still a good buy and is unlikely to be properly replaced for at least a year or two, though Escom may up its specification or equipment level later on in the year.*

### Confused in Kent

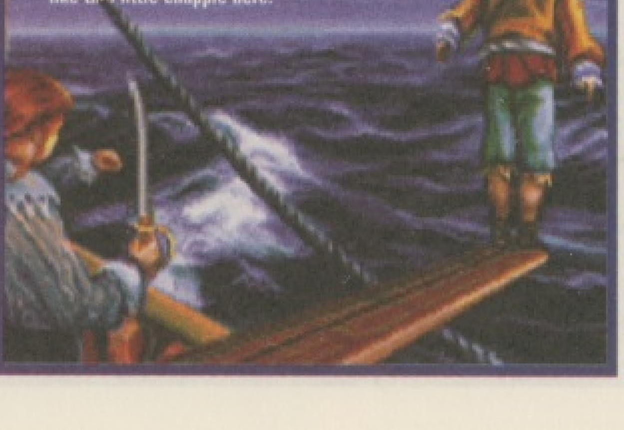
Very bloomin' funny. Why? I'll tell you ... I noticed your May issue offering *ProDraw 3* (Full Program), worth 200 sobs. Great! or so I thought. I grabbed one and rushed home to try it. Transferred it to two disks. Switched off and stuck disk one into drive. Switched on and I now know what you already knew. It's not compatible with an A1200. Nothing on the cover of the magazine or the disk about compatibility, but you stuck it on page 12. Nice one!

Throw disk 107 into drive and go through. *OctaMED 6* demo. It worked. *Baldies*? No luck. Check disk and it's 0% full. Try again from the start with disk 107. Still "sweet FA" transferred to the blank disk.

Well CU Amiga, that's your last chance. Looking way back to *GB Route* mess up, yes I've been a reader for a long time, there have been many occasions that you have 'cocked up' and we suckers have had to purchase the following month's magazine, not because we necessarily wanted to, but to get some sort of fix or advice on how to get things up and running.

**G Cook**
**Kent**

*Mr Cook, look at the cover disk in question. It says 'not compatible with A1200 and A4000' in a flash right under the title. Even if you take the cover disk off the magazine it's still printed underneath. As for the Baldies demo, if you had an A500 your selective blindness may have misled you yet again, as the demo requires 1Mb chip RAM (which is why it is clearly stated that both it and OctaMED require WB 2.0 or better – on the disk). However, as you have obviously got an A1200 I am mystified. We've tested it again here in the office, on every machine from an A500+ to an A4000, via two A1200s, one with a hard drive and one without, and it works. Meanwhile our disk duplicators have assured us that, no, they haven't forgotten to put Baldies on mags going to Kent. We try our best (and spend a lot of money in the process) to put the best software on our disks every month. Inevitably there is likely to be some compatibility problems but we are, in effect, a multi-format magazine and have to try to please most of the people most of the time. If you do have any problems with your disks (outside of obvious printed compatibility ones), don't get mad, get a replacement from the address on our disk loading pages.*



Don't you dare risk the perils of piracy or you could be taking a long walk off a short plank like this little chappie here.

### Music man

This is not really a letter (it is you know – ed), but I would be grateful if you would print it. What I'm doing, or rather what I'm trying to do, is put a group of Amiga musicians and graphic artists together for a project that I've been working on. It's a secret project at the moment, all I can say is that it's not a demo – it's far more adventurous. Ideally I would prefer people from the Barnoldswick area ie

**THE FAR SIDE** By GARY LARSON



"And down here we keep Fluffy. ... We're afraid he may have gone mad."

Skipton, Colne, Nelson or Burnley but anyone may be considered so if you are interested please get in touch with me (Mark) after 7pm on (01282) 816531.

Love the new look of the mag so keep up the good work. CU is the best mag on the market and I'm not just saying that, I've been with you since August 1991 and haven't missed a copy, the tutorials are brill but how about another one on AMOS?

**Mark Harrison**
**Barnoldswick, Lancs**

## We all make mistakes

First let me start off by saying that CU Amiga is the best magazine out. I've been buying it for two years and until now your tutorials on cover disks have been really great. At present I am nearing the end of my City and Guilds level two Spreadsheet course and although I am working on PC's at the college, I have found it very beneficial by being able to do some work at home with *ProCalc*. However, what happened in the April '95 Issue? We went from Tutorial No 5 (March issue) to Tutorial No 2 in the April Issue – a mistake I thought, but NO. What did we find in the May Issue – Tutorial No 3 on *ProCalc* - so what are you doing, I am now in the position that I cannot do any work at home as I've gone as far as I can with your tutorials. So much for, and I quote from the March Issue, "Next month we'll create some useful spreadsheets and show how to use functions".

When are the tutorials following No 5 going to be printed? Is it possible to send me ASAP the outstanding tutorials before they are printed in your magazine so that I can work at home before my tests.

**Mr F Bate**
**London**

*Aggggh! Many apologies. Andy was writing about a spreadsheet package and we still managed to get the numbers wrong! As for the tutorial, Andy asked us to point out that ProCalc is (as you have discovered) very complicated. When he tries to do something, anything, on it, a new can of worms is opened and he has to explain it. Despite the numbering mess, the tutorials are still sequential. The best solution to your problem might be to get Andy to do a lengthy 'Setting Up A Spreadsheet' feature or tutorial. Watch out for this in the coming months.*

## CD32 betrayed

I am a dedicated CD32 owner who used to own an Amiga A500, so I've have read your magazine for some time. One of the things that persuaded me to purchase a CD32 was your promises of a big and bright future for the machine in CD32 Zone. Is it just me, or has the whole world given up on the CD32? Even yourselves seem to have abandoned the machine along with CD32 Zone itself. So I beg you to bring back CD32 Zone and restore my faith in my investment.

PS. Do Escom have any plans to upgrade the CD32?

PPS Are Escom related to German Software house Ascon?

**Roger McDevitt**
**Purley**

*Much as we would like to do a proper CD32 Zone in the magazine we had to take the decision to incorporate these reviews into the regular games review section of the magazine. Due to relatively low overall sales of the CD32, and uncertainty about the future, software houses are planning and developing little or no software for it at the moment. The best games out now are re-releases, apart from Virgin's Lost Eden. The best hope for the CD32 is in promoting A1200 CD compatible software, which will expand the potential user base and encourage development once again. Escom have been very quiet about the CD32. Escom have nothing whatsoever to do with Ascon, apart from the ability to converse with them in their mother tongue.*

## Calling Virgin

I recently purchased *Reach for the Skies* which comes on three disks but I cannot get disk two to work. My local retailer willingly exchanged it for another but the replacement is no improvement. Rather than obtain a refund I would prefer to contact Virgin Interactive, who produce the game, to try to resolve the problem, but they haven't put their address or phone number anywhere in the packaging or manual. Why such a respected firm has to hide like this I cannot imagine, but can you please help me to contact them?

**Lee Joseph**
**Swansea**

*Your wish is our command! Virgin Interactive can be contacted on: 0181 964 8242 or 0181 964 9361 Also, we quite agree. It seems quite odd that they should neglect to put these details into the packaging. After having spoken to their marketing department, they do say that their address is normally included. An oversight perhaps?*

# TEAM TALK

**All this talk of Escom ... if you had wads of cash what sort of company would you buy? That's the question we put to the crew this month.**

### ALAN DYKES



I'd buy an airline company. I love the idea of constantly being in transit, never sitting still. All of my business would be conducted in the first class bar of a 747, with the odd recreational game on my Amiga and a couple of stopovers in Hawaii to pick up some sun and surf.

### LISA COLLINS



Vespa. I'd like to buy the Italian moped maker and paint all their bikes pink. This idea is based on Henry Ford's 'any colour you want as long as it's black' and Commodore's 'any colour as long as it's plasticky and not very attractive ', policy. They'd still sell if I got the price right.

### ANDY LEANING



Hmmmm. Andy wasn't around so we thought we'd answer this question for him. Andy would not BUY anything ... he'd SELL something. He'd sell out! Move to a PC magazine, the traitor, desert the Amiga just when things are getting exciting again. Bye bye Andy.

### TONY HORGAN



A record company. No, two record companies. And a club. I'd form and front an underground, indie label myself and then buy a major and run it without anyone knowing it was me at the helm. I'd sell millions of records and promote them through my club. Or clubs. Yeah.

### HELEN DANBY



I'd buy a massive, international advertising agency. I'd sack all the baldy, art collecting forty-somethings, who can't develop a good idea between them and harness my amazing design and conceptualisation talents to make myself another incredible fortune.

### JOHN KENNEDY



I'd need an awful lot of money, but Guinness PLC would definitely be in my sights. I would then develop something which has so far eluded the great minds through the ages at Arthur Guinness' breweries: a pint that tastes as good as it does in Belfast – all over the world!

# Sensi Fancy League

FANCY LEAGUE · CU AMIGA MAGAZINE · Sensible World of Soccer · ONE AMIGA

**The final results of the Fancy League are here at last. And we have a winner! Skillful Mark Theim from Skegness is the Sensi Fancy League Manager Of The Year.**

## TONY HORGAN'S TEAM

Tony's Spacemen United has done well enough this month, increasing his total by 83 points – it's still not top manager quality but at least it's better than Jon and Alan's performance.

| Player Name | Position | Code | Value | Goals | Points |
|---|---|---|---|---|---|
| Oliver Khan | G | 0601 | £1.3M | 0 | 0 |
| Henning Berg | D | 0712 | £800K | 0 | -1 |
| Steve Bould | D | 0313 | £1M | 0 | 4 |
| Norman Mapeza | D | 0912 | £550K | 0 | -77 |
| Danny Blind | D | 0213 | £750K | 0 | -10 |
| Paul Gascoigne | M | 1128 | £7.5M | 12 | 48 |
| Suat Kaya | M | 0927 | £500K | 4 | 16 |
| Secretario | M | 0826 | £850K | 3 | 12 |
| David Hillier | M | 0326 | £550K | 5 | 20 |
| Alain Sutter | A | 0631 | £1.9M | 21 | 63 |
| Ljubinko Drulovic | A | 0831 | £950K | 15 | 45 |
| Total | | | | | 120 |

## JON HARE'S TEAM

John's overall total is not exactly top notch. His team were good on paper but failed on the day. Stig did him proud this month.

| Player Name | Position | Code | Value | Goals | Points |
|---|---|---|---|---|---|
| Luis Henrique | G | 0401 | £3M | 0 | 8 |
| Stig Inge Bjornebye | D | 1216 | £650K | 0 | -36 |
| Paolo Negro | D | 1112 | £550K | 1 | -13 |
| Dave McPherson | D | 1812 | £1M | 0 | -2 |
| Miguel Lasa | D | 1914 | £750K | 1 | -7 |
| Vladimir Jugovic | M | 2127 | £1.9M | 2 | 8 |
| Michel | M | 1925 | £2M | 3 | 12 |
| Antonio Conte | M | 1027 | £950K | 1 | 4 |
| Jason Wilcox | M | 0729 | £700K | 1 | 4 |
| Mark Hughes | A | 1431 | £3.5M | 16 | 48 |
| Sergio Araujo | A | 0431 | £2M | 23 | 69 |
| Overall total | | | | | 95 |

## ALAN DYKES' TEAM

Celturkengjap Wanderers have fired their manager for not knowing how to pick a good team within the limitations of a £17m budget. Alan's total score has increased by just 7 points.

| Player Name | Position | Code | Value | Goals | Points |
|---|---|---|---|---|---|
| Andy Goram | G | 1801 | £1.1M | 0 | 13 |
| Jusuf Altintas | D | 0914 | £500K | 0 | -77 |
| Toshiyuki Kosugi | D | 1512 | £350K | 1 | -91 |
| Dennis Irwin | D | 1415 | £1.9M | 3 | 22 |
| Phil Babb | D | 1214 | £3.5M | 0 | -36 |
| Suat Kaya | M | 0927 | £500K | 4 | 16 |
| Craig Moore | M | 1826 | £450K | 5 | 20 |
| Roy Keane | M | 1428 | £2.75M | 10 | 40 |
| Tetsuya Nakanishi | M | 1529 | £350K | 5 | 20 |
| Ian Rush | A | 1231 | £4M | 27 | 81 |
| Kevin Campbell | A | 0330 | £1.6M | 14 | 42 |
| Total | | | | | 50 |

## TOP 50 MANAGERS TABLE

Poor Ian Shaw. Last month he was probably telling all his mates that he was the king, that he couldn't be toppled. But Thiemy's Wonders finished magnificently after a very average first two months. For this Mark Theim wins an all expenses paid trip to the European football fixture of his choice. Although he didn't win overall, Martin Grierson's Misplaced Childhood achieved the highest score of the competition: 219. This brought him from absolutely nowhere to number 17. And yippee, the Glam Plastic Footballers made a comeback too.

**THE FINAL MONTH**

| POS | TEAM | MANAGER | R3 | TOTAL |
|---|---|---|---|---|
| 1 | Theimy's Wonders | Mark Theim | 145 | 293 |
| 2 | Gasking City | Julian Gasking | 121 | 279 |
| 3 | ? Incorporated | Ian Shaw | 95 | 36 275 |
| 4 | Ground Zero | Matthew Hicks | 128 | 267 |
| 5 | Holocaust Utd | Mark Smith | 76 | 267 |
| 6 | Jigsaw Rangers | Jim Mackie | 55 | 261 |
| 7 | The Fun Factory Facsimile | Alan Norcutt | 150 | 260 |
| 8 | Kickers FC | Karl Eminson | 99 | 257 |
| 9 | Hard Drive Athletic FC | Mr J R Davey | 124 | 253 |
| 10 | If Onyl It Was West Ham | Chris Eley | 65 | 247 |
| 11 | Cinders Rules OK | Richard Kindred | 104 | 246 |
| 12 | Herbie's Experimentals 95 | Herbert Tsyzak | 50 | 245 |
| 13 | Scronch Utd & Dermy | David Richards | 138 | 244 |
| 14 | Elmo's Select Eleven IX | Ali Bakar | 83 | 241 |
| 15 | The Glam Plastic Footballers | Paul Wilcox | 96 | 241 |
| 16 | Ray Ward | 85 | 240 | |
| 17 | Misplaced Childhood | Martin Grierson | 219 | 239 |
| 18 | The Doors | Graham Gibson | 104 | 238 |
| 19 | Calibre | Andreas Andreou | 96 | 236 |
| 20 | Ashton Athletic | Paul Ashton | 160 | 236 |
| 21 | Skillens Supremes | Mark Skillen | 161 | 235 |
| 22 | West Brom Bashers | Richard Bashford | 105 | 235 |
| 23 | Pest Control Unlimited | Robert Mason | 168 | 234 |
| 24 | Dynamo 37 | David Clayton | 59 | 234 |
| 25 | The Death Row-Posse | John Porter | 56 | 233 |
| 26 | Grove City | James Thrush | 108 | 233 |
| 27 | Great Expectations | Christopher Nunn | 168 | 233 |
| 28 | Almo's Select Eleven | Ali Bakar | 151 | 231 |
| 29 | Gaetan | James Drolet | 54 | 231 |
| 30 | Drolet | James Drolet | 105 | 230 |
| 31 | Apes Utd | Mark Birçi | 129 | 229 |
| 32 | Andy's A Team | Andrew Clarke | 77 | 229 |
| 33 | Witton Albion | Steven Witton | 45 | 229 |
| 34 | Sensible Team 9 | Yakab Patel | 113 | 228 |
| 35 | King Of The Potato People | Adam Revell | 67 | 227 |
| 36 | Dazza Pool | Darren Haymer | 97 | 227 |
| 37 | Phoenix Fan | Darren ? | 82 | 227 |
| 38 | I bet they drink Carling... | Jeff Bramwell | 48 | 226 |
| 39 | Crowlepark Rangers | Peter Manderson | 130 | 226 |
| 40 | Yate's Yobs | Mr N Yates | 182 | 225 |
| 41 | Shaggy United | Joe Doodley | 133 | 225 |
| 42 | Steve's Power Rangers | Stephen Harvey | 192 | 224 |
| 43 | Crash Test Dummies | Mark Osman | 80 | 223 |
| 44 | Blue Nose Bears | Garry Sartain | 142 | 223 |
| 45 | Rowsell's Rocketts | David Rowsell | 91 | 222 |
| 46 | Morgan City | John Morgan | 139 | 222 |
| 47 | God's Impregnable Team | Billy Hemmingway | 62 | 221 |
| 48 | NCC 170 D | Mark Hilton | 115 | 221 |
| 49 | SWos Utd | Darren Thomas | 70 | 221 |
| 50 | Broon's Boys | Graeme Brown | 155 | 220 |

# MATCH SCORES MONTH THREE

The following are the full results of the matches played in the 14 rounds of the third and final month of the Sensi Fancy League. You will notice that there are some surprising results.

**ROUND 29**

| | |
|---|---|
| Mamelodi 1 | Ajax 1 |
| Tottenham 4 | Galatasaray 2 |
| Atletico Mineiro 3 | Rangers 2 |
| Sampdoria 2 | River Plate 0 |
| Manchester 3 | Munich 1 |
| AC Milan 0 | Liverpool 1 |
| Paris 0 | Blackburn 1 |
| Neguya 2 FC | Porto 4 |
| Juventus 1 | Arsenal 0 |
| Newcastle 3 | Barcelona 1 |
| Lazio 4 Real | Madrid 3 |

**ROUND 30**

| | |
|---|---|
| Ajax 0 | Tottenham 1 |
| Galatasaray 1 | Mamelodi 1 |
| Rangers 0 | Sampdoria 1 |
| River Plate 1 | Atletico Mineiro 3 |
| Arsenal 0 | Munich 1 |
| Paris 0 | Liverpool 1 |
| AC Milan 0 | Blackburn 0 |
| FC Porto 1 | Lazio 2 |
| Barcelona 2 | Manchester 4 |
| Newcastle 1 | Neguya 1 |
| Real Madrid 0 | Juventus 0 |

**ROUND 31**

| | |
|---|---|
| Atletico Mineiro 4 | Ajax 2 |
| Sampdoria 1 | Galatasaray 1 |
| Mamelodi 2 | Rangers 1 |
| Tottenham 2 | River Plate 1 |
| Munich 4 | Newcastle 1 |
| Liverpool 2 | Neguya 1 |
| Juventus 2 | Blackburn 1 |
| Barcelona 1 | FC Porto 0 |
| Manchester 1 | Lazio 1 |
| AC Milan 3 | Arsenal 0 |
| Paris 0 | Real Madrid 1 |

**ROUND 32**

| | |
|---|---|
| Ajax 0 | Sampdoria 0 |
| Galatasaray 0 | Atletico Mineiro 3 |
| Rangers 0 | Tottenham 0 |
| River Plate 3 | Mamelodi 1 |
| Real Madrid 3 | Munich 0 |
| Lazio 1 | Liverpool 3 |
| Blackburn 1 | Barcelona 0 |
| FC Porto 2 | AC Milan 2 |
| Manchester 1 | Paris 1 |
| Neguya 0 | Arsenal 2 |
| Newcastle 0 | Juventus 2 |

**ROUND 33**

| | |
|---|---|
| Ajax 0 | Manchester 0 |
| Arsenal 1 | Galatasaray 0 |
| Rangers 2 | Newcastle 1 |
| River Plate 1 | Real Madrid 2 |
| Mamelodi 0 | Munich 2 |
| Liverpool 2 | Juventus 1 |
| Neguya 0 | Blackburn 2 |
| Paris 2 | FC Porto 1 |
| Tottenham 3 | Lazio 1 |
| Atletico Mineiro 1 | Barcelona 0 |
| Sampdoria 1 | AC Milan 3 |

**ROUND 34**

| | |
|---|---|
| Arsenal 0 | Ajax 0 |
| Galatasaray 1 | Manchester 0 |
| Real Madrid 3 | Rangers 1 |
| Newcastle 3 | River Plate 2 |
| Munich 1 | Tottenham 1 |
| Barcelona 1 | Liverpool 1 |
| Lazio 0 | Blackburn 1 |
| Juventus 1 | FC Porto 0 |
| AC Milan 6 | Mamelodi 4 |
| Atletico Mineiro 5 | Neguya 1 |
| Sampdoria 0 | Paris 0 |

**ROUND 35**

| | |
|---|---|
| Ajax 1 | Newcastle 2 |
| Galatasaray 1 | Real Madrid 3 |
| Rangers 0 | AC Milan 2 |
| River Plate 1 | Paris 2 |
| Munich 6 | Neguya1 |
| Mamelodi 1 | Liverpool 5 |
| Manchester 0 | Blackburn 1 |
| FC Porto 0 | Arsenal 0 |
| Tottenham 1 | Juventus 1 |
| Lazio 2 | Atletico Mineiro 0 |
| Barcelona 0 | Sampdoria 0 |

**ROUND 36**

| | |
|---|---|
| Real Madrid 2 | Ajax 0 |
| Newcastle 2 | Galatasaray 1 |
| Paris 1 | Rangers 0 |
| AC Milan 3 | River Plate 1 |
| Juventus 1 | Munich 0 |
| Liverpool 1 | Atletico Mineiro 0 |
| Blackburn 0 | Arsenal 0 |
| Manchester 4 | FC Porto 0 |
| Neguya 4 | Mamelodi 1 |
| Tottenham 3 | Barcelona 0 |
| Sampdoria 2 | Lazio 2 |

**ROUND 37**

| | |
|---|---|
| Ajax 2 | AC Milan 1 |
| Galatasaray 1 | Paris 4 |
| Rangers 0 | Manchester 1 |
| Arsenal 2 | River Plate 0 |
| Munich 3 | Lazio 1 |
| Liverpool 2 | Tottenham 0 |
| Blackburn 2 | Sampdoria 0 |
| FC Porto 2 | Newcastle 2 |
| Mamelodi 1 | Barcelona 1 |
| Atletico Mineiro 1 | Juventus 1 |
| Neguya 0 | Real Madrid 2 |

**ROUND 38**

| | |
|---|---|
| Paris 0 | Ajax 2 |
| AC Milan 5 | Galatasaray 0 |
| Arsenal 3 | Rangers 1 |
| River Plate 2 | Juventus 1 |
| Barcelona 0 | Munich 0 |
| Sampdoria 0 | Liverpool 1 |
| Newcastle 0 | Blackburn 2 |
| Real Madrid 2 | FC Porto 1 |
| Lazio 2 | Mamelodi 1 |
| Tottenham 6 | Neguya 1 |
| Manchester 1 | Atletico Minero 0 |

**ROUND 39**

| | |
|---|---|
| Ajax 3 | Neguya 1 |
| Juventus 1 | Galatasaray 1 |
| Rangers 0 | Lazio 0 |
| River Plate 0 | Barcelona 0 |
| Atletico Mineiro 0 | Munich 1 |
| Liverpool 1 | Manchester 0 |
| Mamelodi 0 | Blackburn 2 |
| FC Porto 0 | Tottenham 1 |
| Arsenal 3 | Sampdoria 1 |
| Paris 1 | Newcastle 0 |
| AC Milan 1 | Real Madrid 1 |

**ROUND 40**

| | |
|---|---|
| Juventus 1 | Ajax 0 |
| Galatasaray 2 | Neguya 0 |
| Barcelona 2 | Rangers 0 |
| Lazio 3 | River Plate 1 |
| Munich 3 | Sampdoria 1 |
| Liverpool 1 | Arsenal 0 |
| Blackburn 1 | Real Madrid 0 |
| Atletico Mineiro 2 | FC Porto 0 |
| Mamelodi 0 | Paris 2 |
| Newcastle 2 | Tottenham 3 |
| Manchester 0 | AC Milan 1 |

**ROUND 41**

| | |
|---|---|
| Ajax 1 | Lazio 2 |
| Galatasaray 3 | Barcelona 1 |
| Neguya 0 | Rangers 2 |
| River Plate 3 | Manchester 2 |
| Munich 1 | AC Milan 0 |
| Newcastle 0 | Liverpool 1 |
| Blackburn 1 | Atletico Mineiro 0 |
| Sampdoria 2 | FC Porto 0 |
| Juventus 2 | Mamelodi 1 |
| Real Madrid 0 | Tottenham 0 |
| Paris 0 | Arsenal 0 |

**ROUND 42**

| | |
|---|---|
| Barcelona 3 | Ajax 3 |
| Lazio 4 | Galatasaray 2 |
| Rangers 0 | Juventus 1 |
| Neguya 1 | River Plate 1 |
| Munich 3 | Paris 3 |
| Real Madrid 0 | Liverpool 1 |
| Tottenham 0 | Blackburn 1 |
| FC Porto 3 | Mamelodi 0 |
| Arsenal 2 Atletico | Mineiro 0 |
| Manchester 2 | Sampdoria 2 |
| AC Milan 0 | Newcastle 0 |

# GOALS SCORED AND PLAYER POINTS FOR MONTH THREE

Below is the total amount of goals scored by each player, their month three points total and the cumulative totals for the competition.

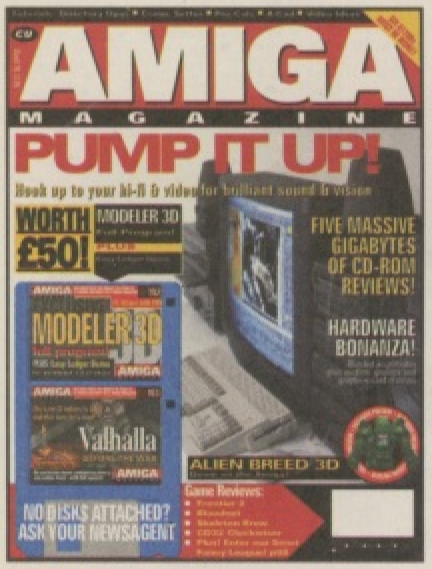
| NAME | POSITION | CODE | CUMULATIVE NO OF GOALS | POINTS MONTH 3 | CUMULATIVE POINTS |
|---|---|---|---|---|---|
| **AC MILAN (ITALY)** | | | | | |
| 1.Sebastiano Rossi | G | 0101 | 0 | 11 | -5 |
| 2.Christian Panucci | D | 0112 | 0 | 5 | -18 |
| 3.Franco Baresi | D | 0113 | 2 | 5 | -10 |
| 4.Alessandro Costacurta | D | 0114 | 1 | 9 | -14 |
| 5.Paulo Maldini | D | 0115 | 4 | 9 | -2 |
| 6.Roberto Donadoni | M | 0126 | 3 | 4 | 12 |
| 7.Demetrio Albertini | M | 0127 | 5 | 8 | 20 |
| 8.Marcel Desailly | M | 0128 | 7 | 8 | 28 |
| 9.Gianluigi Lentini | M | 0129 | 9 | 12 | 36 |
| 10.Dejan Savicevic | A | 0130 | 20 | 21 | 60 |
| 11.Alessandro Melli | A | 0131 | 25 | 30 | 75 |
| **AJAX (HOLLAND)** | | | | | |
| 1.Edwin Van Der Sar | G | 0201 | 0 | -2 | 3 |
| 2.Michael Reiziger | D | 0212 | 0 | -6 | -10 |
| 3.Danny Blind | D | 0213 | 0 | -6 | -10 |
| 4.Frank De Boer | D | 0214 | 1 | -2 | -6 |
| 5.Finidi George | M | 0225 | 2 | 0 | 8 |
| 6.Frank Rijkaard | M | 0226 | 3 | 0 | 12 |
| 7.Edgar Davids | M | 0227 | 3 | 4 | 12 |
| 8.Jari Litmanen | M | 0228 | 7 | 4 | 28 |
| 9.Marc Overmars | M | 0229 | 9 | 4 | 36 |
| 10.Patrick Kluivert | A | 0230 | 16 | 6 | 48 |
| 11.Ronald De Boer | A | 0231 | 26 | 27 | 78 |
| **ARSENAL (ENGLAND)** | | | | | |
| 1.DAVID SEAMAN | G | 0301 | 0 | 24 | 18 |
| 2.Lee Dixon | D | 0312 | 2 | 20 | 12 |
| 3.Steve Bould | D | 0313 | 0 | 16 | 4 |
| 4.Tony Adams | D | 0314 | 1 | 16 | 8 |
| 5.Nigel Winterburn | D | 0315 | 0 | 16 | 4 |
| 6.David Hillier | M | 0326 | 5 | 8 | 26 |
| 7.John Jensen | M | 0327 | 0 | 0 | 0 |
| 8.Stephen Schwarz | M | 0328 | 9 | 4 | 36 |
| 9.Paul Merson | M | 0329 | 6 | 4 | 24 |
| 10.Kevin Campbell | A | 0330 | 14 | 6 | 42 |
| 11.Ian Wright | A | 0331 | 21 | 18 | 63 |
| **ATLETICO MINEIRO (BRAZIL)** | | | | | |
| 1.Luis Henrikue | G | 0401 | 0 | -3 | 8 |
| 2.Andre | D | 0412 | 2 | -2 | 3 |
| 3.Neto | D | 0413 | 0 | -6 | -5 |
| 4.Paulo Roberto | D | 0414 | 2 | -2 | 3 |
| 5.Allesandro | D | 0415 | 2 | -2 | 3 |
| 6.Valdir | M | 0426 | 6 | 4 | 24 |
| 7.Cristavo | M | 0427 | 7 | 16 | 28 |
| 8.Carlos | M | 0428 | 7 | 4 | 28 |
| 9.Tononho Perreira | M | 0429 | 9 | 16 | 36 |
| 10.Renaldo | A | 0430 | 10 | 12 | 30 |
| 11.Sergio Araujo | A | 0231 | 23 | 15 | 69 |
| **BARCELONA (SPAIN)** | | | | | |
| 1.Carlos Busquets | G | 0501 | 0 | 0 | 20 |
| 2.Albert Ferrer | D | 0512 | 0 | -5 | 3 |
| 3.Ronald Koeman | D | 0513 | 0 | -5 | 3 |
| 4.Abelardo Fernandez | D | 0514 | 2 | -5 | 11 |
| 5.Guillermo Amor | M | 0525 | 6 | 4 | 24 |
| 6.Miguel Angel Nadal | M | 0526 | 3 | 0 | 12 |
| 7.Josep Gardiola | M | 0527 | 4 | 4 | 16 |
| 8.Jose Maria Bakero | M | 0528 | 11 | 8 | 44 |
| 9.Sergi Barjuan | M | 0529 | 5 | 4 | 20 |
| 10.Hristo Stoichkov | A | 0530 | 19 | 12 | 57 |
| 11.Romario | A | 0531 | 14 | 9 | 42 |
| **BAYERN MUNICH (GERMANY)** | | | | | |
| 1.Oliver Khan | G | 0601 | 0 | 0 | 0 |
| 2.Oliver Kreuzer | D | 0612 | 0 | 0 | -4 |
| 3.Lothar Matthaus | D | 0612 | 0 | 0 | -4 |
| 4.Thomas Helmer | D | 0614 | 1 | 0 | 0 |
| 5.Jorginho | M | 0625 | 2 | 0 | 8 |
| 6.Christian Nerlinger | M | 0626 | 7 | 12 | 28 |
| 7.Markus Schupp | M | 0627 | 4 | 4 | 16 |
| 8.Mehmet Scholl | M | 0628 | 8 | 20 | 32 |
| 9.Christian Zeige | M | 0629 | 12 | 20 | 48 |
| 10.Jean-Pierre Papin | A | 0630 | 16 | 18 | 48 |
| 11.Alain Sutter | A | 0631 | 21 | 18 | 63 |
| **BLACKBURN ROVERS (ENGLAND)** | | | | | |
| 1.Tim Flowers | G | 0701 | 0 | 50 | 16 |
| 2.Henning Berg | D | 0712 | 0 | 37 | -1 |
| 3.Tony Gale | D | 0713 | 0 | 37 | -1 |
| 4.Colin Hendry | D | 0714 | 0 | 37 | -1 |
| 5.Graeme Le Saux | D | 0715 | 1 | 41 | 3 |
| 6.Stuart Ripley | M | 0726 | 0 | 0 | 0 |
| 7.David Batty | M | 0727 | 1 | 4 | 4 |
| 8.Tim Sherwood | M | 0728 | 5 | 16 | 20 |
| 9.Jason Wilcox | M | 0729 | 1 | 4 | 4 |
| 10.Chris Sutton | A | 0730 | 8 | 21 | 24 |
| 11.Alan Shearer | A | 0731 | 15 | 6 | 45 |
| **FC PORTO (PORTUGAL)** | | | | | |
| 1.Vitor Baia | G | 0801 | 0 | -15 | -15 |
| 2.Joao Pinto | D | 0812 | 1 | -17 | -22 |
| 3.Semedo | D | 0813 | 0 | -17 | -26 |

| NAME | POSITION | CODE | CUMULATIVE NO OF GOALS | POINTS MONTH 2 | CUMULATIVE POINTS |
|---|---|---|---|---|---|
| 4.Aloisio | D | 0814 | 0 | -17 | -26 |
| 5.Rui Jorge | D | 0815 | 2 | -17 | -18 |
| 6.Secretario | M | 0826 | 3 | 4 | 12 |
| 7.Vasili Kulkov | M | 0827 | 2 | 4 | 8 |
| 8.Rui Barros | M | 0828 | 5 | 8 | 20 |
| 9.Emerson | M | 0829 | 3 | 4 | 12 |
| 10.Sergei Yuran | A | 0830 | 8 | 9 | 24 |
| 11.Ljubinko Drulovic | A | 0831 | 15 | 18 | 45 |
| **GALATASARAY (TURKEY)** | | | | | |
| 1.Gintaras Staace | G | 0901 | 0 | -22 | -72 |
| 2.Norman Mapeza | D | 0912 | 0 | -24 | -77 |
| 3.Mert Korkmaz | D | 0913 | 0 | -24 | -77 |
| 4.Yusef Altintas | D | 0914 | 0 | -24 | -77 |
| 5.Bulent Korkmaz | D | 0915 | 3 | -20 | -65 |
| 6.Okan Buruk | M | 0926 | 2 | 4 | 8 |
| 7.Suat Kaya | M | 0927 | 4 | 4 | 16 |
| 8.Tugay Kerimoglu | M | 0928 | 1 | 4 | 4 |
| 9.Hakan Sukur | A | 0939 | 5 | 9 | 15 |
| 10.Kubilay Turkyilmaz | A | 0930 | 11 | 15 | 33 |
| 11.Saffet Sancakli | A | 0931 | 16 | 12 | 48 |
| **JUVENTUS (ITALY)** | | | | | |
| 1.Angelo Peruzzi | G | 1001 | 0 | 19 | -15 |
| 2.Ciro Ferrara | D | 1012 | 0 | 12 | -27 |
| 3.Luka Fusi | D | 1013 | 0 | 12 | -27 |
| 4.Jurgen Kohler | D | 1014 | 0 | 12 | -27 |
| 5.Moreno Torricelli | D | 1015 | 2 | 20 | -19 |
| 6.Angelo Di Livio | M | 1026 | 1 | 4 | 4 |
| 7.Antonio Conte | M | 1027 | 1 | 4 | 4 |
| 8.Paulo Sousa | M | 1028 | 4 | 8 | 16 |
| 9.Didier Deschamps | M | 1029 | 2 | 8 | 8 |
| 10.Roberto Baggio | A | 1030 | 14 | 9 | 42 |
| 11.Gianluca Vialli | A | 1031 | 21 | 15 | 63 |
| **LAZIO (ITALY)** | | | | | |
| 1.Luca Marchegiani | G | 1101 | 0 | -14 | -6 |
| 2.Paolo Negro | D | 1112 | 1 | -16 | -13 |
| 3.Roberto Cravero | D | 1113 | 0 | -16 | -17 |
| 4.Jose Chamot | D | 1114 | 3 | -4 | -5 |
| 5.Giuseppe Favalli | D | 1115 | 4 | -12 | -1 |
| 6.Roberto Rambaudi | M | 1126 | 7 | 4 | 28 |
| 7.Aron Winter | M | 1127 | 2 | 4 | 8 |
| 8.Paul Gascoigne | M | 1128 | 12 | 8 | 48 |
| 9.Roberto Di Matteo | M | 1129 | 6 | 12 | 24 |
| 10.Giuseppe Signori | A | 1130 | 22 | 21 | 66 |
| 11.Alen Boksic | A | 1131 | 17 | 21 | 51 |
| **LIVERPOOL (ENGLAND)** | | | | | |
| 1.David James | G | 1201 | 0 | 31 | -22 |
| 2.Rob Jones | D | 1212 | 0 | 22 | -36 |
| 3.Neil Ruddock | D | 1213 | 1 | 26 | -32 |
| 4.Phil Babb | D | 1214 | 0 | 22 | -36 |
| 5.John Scales | D | 1215 | 3 | 34 | -24 |
| 6.Stig Inge Bjornbye | D | 1216 | 0 | 22 | -36 |
| 7.Steve McManaman | M | 1227 | 4 | 16 | 15 |
| 8.Jan Molby | M | 1228 | 1 | 4 | 4 |
| 9.John Barnes | M | 1229 | 3 | 12 | 12 |
| 10.Robbie Fowler | A | 1230 | 11 | 9 | 33 |
| 11.Ian Rush | A | 1231 | 27 | 24 | 81 |
| **MAMELODI SUNDOWN (SOUTH AFRICA)** | | | | | |
| 1.Craig le Grange | G | 1301 | 0 | -35 | -53 |
| 2.Samuel Kambule | D | 1312 | 0 | -35 | -59 |
| 3.Johannes Modau | D | 1313 | 0 | -35 | -59 |
| 4.Lucky Molefe | D | 1314 | 0 | -35 | -59 |
| 5.Joas Magolego | D | 1315 | 0 | -35 | -59 |
| 6.Ernest Chirwali | M | 1326 | 4 | 8 | 16 |
| 7.Rabbie Moripe | M | 1327 | 5 | 12 | 20 |
| 8.Moses Moredi | M | 1328 | 4 | 4 | 16 |
| 9.Zane Mosa | M | 1329 | 5 | 12 | 20 |
| 10.Levemore Chalunya | A | 1330 | 10 | 6 | 30 |
| 11.Bennett Masinga | A | 1331 | 9 | 9 | 27 |
| **MANCHESTER UNITED (ENGLAND)** | | | | | |
| 1.Peter Schmeichel | G | 1401 | 0 | 2 | 24 |
| 2.Paul Parker | D | 1412 | 0 | -2 | 10 |
| 3.Steve Bruce | D | 1413 | 1 | -2 | 14 |
| 4.Gary Pallister | R | 1414 | 2 | 2 | 18 |
| 5.Dennis Irwin | D | 1415 | 3 | -2 | 22 |
| 6.Andrei Kanchelskis | M | 1426 | 4 | 4 | 16 |
| 7.Paul Ince | M | 1427 | 0 | 0 | 0 |
| 8.Roy Keane | M | 1428 | 10 | 8 | 40 |
| 9.Ryan Giggs | M | 1429 | 9 | 12 | 36 |
| 10.Eric Cantona | A | 1430 | 20 | 21 | 60 |
| 11.Mark Hughes | A | 1431 | 16 | 15 | 48 |
| **NEGUYA GREMPAS (JAPAN)** | | | | | |
| 1.Dick Havenaar | G | 1501 | 0 | -39 | -91 |
| 2.Toshiyuki Kosugi | D | 1512 | 1 | -39 | -91 |
| 3.Garca | D | 1513 | 0 | -39 | -95 |
| 4.Toshihisa Iijoma | D | 1514 | 2 | -35 | -87 |
| 5.Hisataka Fujikawa | D | 1515 | 3 | -31 | -83 |
| 6.Jorginho | M | 1526 | 2 | 0 | 8 |
| 7.Makoto Yonekura | M | 1527 | 0 | 0 | 0 |
| 8.Elivelton | M | 1528 | 6 | 4 | 24 |
| 9.Tetsuya Nakanishi | M | 1529 | 5 | 8 | 20 |
| 10.Gary Lineker | A | 1530 | 5 | 9 | 15 |
| 11.Shigeo Sawairi | A | 1531 | 16 | 12 | 48 |
| **NEWCASTLE UNITED (ENGLAND)** | | | | | |
| 1.Pavel Srnicek | G | 1601 | 0 | -19 | -21 |
| 2.Marc Hottiger | D | 1612 | 0 | -20 | -31 |
| 3.Darren Peacock | D | 1613 | 0 | -20 | -31 |
| 4.Philippe Albert | D | 1614 | 0 | -20 | -31 |
| 5.John Beresford | D | 1615 | 1 | -20 | -27 |
| 6.Ruel Fox | M | 1626 | 5 | 8 | 20 |
| 7.Barry Venison | M | 1627 | 3 | 0 | 12 |
| 8.Robert Lee | M | 1628 | 7 | 12 | 28 |
| 9.Scott Sellars | M | 1629 | 5 | 12 | 20 |
| 10.Peter Beardsley | A | 1630 | 11 | 9 | 33 |
| 11.Andy Cole | A | 1631 | 18 | 18 | 54 |
| **PARIS ST-GERMAIN (FRANCE)** | | | | | |
| 1.Bernard Lama | G | 1701 | 0 | 8 | -32 |
| 2.Jose Cobos | D | 1712 | 0 | 3 | -39 |
| 3.Alain Roche | D | 1713 | 2 | 7 | -31 |
| 4.Ricardo Gomes | D | 1714 | 1 | 7 | -35 |
| 5.Patrick Colleter | D | 1715 | 0 | 3 | -39 |
| 6.Daniel Bravo | M | 1726 | 5 | 4 | 20 |
| 7.Paul le Guen | M | 1727 | 7 | 8 | 28 |
| 8.Vincent Guerin | M | 1728 | 6 | 8 | 24 |
| 9.David Ginola | M | 1729 | 13 | 12 | 52 |
| 10.Valdo | M | 1720 | 5 | 12 | 20 |
| 11.George Weah | A | 1731 | 19 | 15 | 57 |
| **RANGERS (SCOTLAND)** | | | | | |
| 1.Andy Goram | G | 1801 | 0 | -8 | 13 |
| 2.Dave McPherson | D | 1812 | 0 | -11 | -2 |
| 3.Alan McLaren | D | 1813 | 2 | -11 | 6 |
| 4.Basile Boli | D | 1814 | 1 | -11 | 2 |
| 5.David Robertson | D | 1815 | 2 | -11 | 6 |
| 6.Craig Moore | M | 1826 | 5 | 8 | 20 |
| 7.Stuart McCall | M | 1827 | 3 | 4 | 12 |
| 8.Pieter Huistra | M | 1828 | 3 | 0 | 12 |
| 9.Brian Laudrup | M | 1829 | 12 | 12 | 48 |
| 10.Ally McCoist | A | 1830 | 8 | 3 | 24 |
| 11.Mark Hateley | A | 1831 | 21 | 6 | 63 |
| **REAL MADRID (SPAIN)** | | | | | |
| 1.Francisco Buyo | G | 1901 | 0 | 13 | 1 |
| 2.Quique | D | 1912 | 0 | 7 | -11 |
| 3.Rafael Alcorta | D | 1913 | 0 | 7 | -11 |
| 4.Miguel Lasa | D | 1914 | 1 | 7 | -7 |
| 5.Michel | M | 1925 | 3 | 4 | 12 |
| 6.Fernando Redondo | M | 1926 | 5 | 16 | 20 |
| 7.Fernando Hierro | M | 1927 | 0 | 0 | 0 |
| 8.Michael Laudrup | M | 1928 | 10 | 16 | 40 |
| 9.Rafael Martin Vazquez | M | 1929 | 6 | 8 | 24 |
| 10.Jose Emilio Amavisca | A | 1930 | 16 | 12 | 48 |
| 11.Ivan Zamorano | A | 1931 | 23 | 21 | 69 |
| **RIVER PLATE (ARGENTINA)** | | | | | |
| 1.Leonardo Aguirre | G | 2001 | 0 | -23 | -43 |
| 2.Ricardo Altamirano | D | 2012 | 0 | -24 | -51 |
| 3.Guillermo Rivarola | D | 2013 | 0 | -24 | -51 |
| 4.Roberto Clerico | D | 2014 | 0 | -24 | -51 |
| 5.Diego Cocca | D | 2015 | 1 | -20 | -47 |
| 6.Leonardo Astrada | M | 2026 | 1 | 4 | 4 |
| 7.Julio Toresani | M | 2027 | 0 | 0 | 0 |
| 8.Berti | M | 2028 | 2 | 0 | 8 |
| 9.Ramon Medina Bello | A | 2039 | 8 | 12 | 24 |
| 10.Alejandro Aranda | A | 2030 | 12 | 9 | 36 |
| 11.Walter Silvani | A | 2031 | 20 | 18 | 60 |
| **SAMPDORIA (ITALY)** | | | | | |
| 1.Walter Zenga | G | 2101 | 0 | 7 | 23 |
| 2.Moreno Mannini | D | 2112 | 0 | 1 | 6 |
| 3.Riccardo Ferri | D | 2113 | 0 | 1 | 6 |
| 4.Pietro Vierchowod | D | 2114 | 1 | 1 | 10 |
| 5.Sinisa Mihajlovic | D | 2115 | 3 | 1 | 18 |
| 6.Attilio Lombardo | M | 2126 | 8 | 8 | 32 |
| 7.Vladimir Jugovic | M | 2127 | 2 | 4 | 8 |
| 8.David Platt | M | 2128 | 11 | 8 | 44 |
| 9.Alberigo Evani | M | 2129 | 5 | 4 | 20 |
| 10.Ruud Gullit | A | 2130 | 21 | 9 | 63 |
| 11.Roberto Mancini | A | 2131 | 17 | 12 | 51 |
| **TOTTENHAM HOTSPUR (ENGLAND)** | | | | | |
| 1.Ian Walker | G | 2201 | 0 | 8 | -13 |
| 2.David Kerslake | D | 2212 | 1 | 3 | -19 |
| 3.Kevin Scott | D | 2213 | 2 | 7 | -15 |
| 4.Sol Campbell | D | 2214 | 0 | 3 | -23 |
| 5.Justin Edinburgh | D | 2215 | 1 | 7 | -19 |
| 6.Darren Anderton | M | 2226 | 2 | 4 | 8 |
| 7.Gheorghe Popescu | M | 2227 | 4 | 8 | 16 |
| 8.Jason Dozzell | M | 2228 | 9 | 12 | 36 |
| 9.Ilie Dumitrescu | M | 2229 | 11 | 12 | 44 |
| 10.Jurgen Klinsmann | A | 2230 | 13 | 21 | 39 |
| 11.Teddy Sheringham | A | 2231 | 19 | 21 | 57 |

## OVERALL WINNER:

**Team:** Theimy's Wonders
**Manager:** Mark Theim
**Location:** Skegness

# Back Issues




## MARCH 1995

- ON THE DISKS: Modeler 3D, Easy Ledger demo, Valhalla Before the War demo.
- FEATURE: Hook up your hi-fi and video to you Amiga for brilliant sound and vision.
- INSIDE: CD-ROM reviews, Frontier 2, Blizzard Accelerator, Frontier 2, Bloodnet, Skeleton Krew, Sensi Fancy League.




## APRIL 1995

- ON THE DISKS: MovieSetter, clip art and Fifa International Soccer demo. PLUS free MovieSetter manual.
- FEATURE: Animation made easy.
- INSIDE: Power CD-ROM, PD Special, ATR, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.




## MAY 1995

- ON THE DISKS: ProDraw 3 (all non AGA Amigas), OctaMED 6 and Baldies demos.
- FEATURE: Ten printers reviewed, rated and recommended.
- INSIDE: ECTS report, Brutal Preview, DPaint, Personal Paint, Photogenics and Brilliance compared, eight CD-ROMS reviewed.




## JUNE 1995

- ON THE DISKS: Image FX 1.5 (all Amigas with 2Mb), Ultimate Soccer Manager demo.
- FEATURE: Image processing – we show you how it's done!
- INSIDE: RAM speed test: Blizzard 1230 III, Siren Apollo, Octamed 6 reviewed, Primal Rage, Sensible Golf previewed.

### JUNE 1994

SOLD OUT

- ON THE DISKS: VideoTracke... samples, music t... demo...
- ...ge Graphics and ... Special
- INSIDE: Image FX 1.5, Hanna Barbera Animation Studio, Arcade Pool, and part one of our solution to Beneath a Steel Sky.

### JULY 1994

- ON THE DISKS: GB Route, plus playable demos of Elfmania and Valhalla.
- FEATURE: Upgrading Your Amiga
- INSIDE: DPS Par Card, Montage, Perger and HiSoft Basic 2, Banshee, Valhalla, Elfmania and a first look at Scavenger.

### AUGUST 1994

SOLD OUT

- ON THE DISKS: Art School packa... Turbo, plus a playabl...
- FEATURE: M... ...Deluxe Paint 5, ...of Cocoon Morph, low cost modems. Ishar 3, On The Ball, Putty Squad and Kick Off 3.

### SEPTEMBER 1994

- ON THE DISKS: DirWork 2, Music File Converter, plus a demo of The Clue.
- FEATURE: 3D Special.
- INSIDE: Brilliance 2, Imagine 3, Theme Park, Universe, Kid Chaos and Dreamweb.

### OCTOBER 1994

- ON THE DISKS: DPaint 5 demo, Realtime Effects Generator 1.5, Stereogram 3D picture maker and Dragonstone demo.
- FEATURE: Storage special.
- INSIDE: Over 50 software and hardware products, Ruff 'n' Tumble, Litil Divil, Detroit reviews.

### NOVEMBER 1994

- ON THE DISKS: ProCalc v2 full program, VideoTracker 2, Football Glory demo.
- FEATURE: 101 amazing tips!
- REVIEWED: Guardian, Robinson's Requiem, and Super Stardust.

### DECEMBER 1994

- ON THE DISKS: X-Cad Design, Christmas Theme Park demo and Super Stardust tunnel level demo.
- FEATURE: Word Processing guide.
- REVIEWED: Rendale 9402 Genlock, Bass Station, Powerdrive, Mortal Kombat 2.

### JANUARY 1995

SOLD OUT

- ON THE DISKS: Comi... Flight of t... ...anual. ...rt for fun and profit! ...ise of the Robots, Sensible World of Soccer, RoadKill CD32, Beneath a Steel Sky CD32.

### FEBRUARY 1995

SOLD OUT

- ON THE DISKS: Directory Opus 4, Cr... Dragon demo and some h...
- FEATURE: Make... unde... ...Shadow ...Off 3, Lemmings III, MKII ...yers guide.

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## Clarissa V2.0

**Due to a slight technical hitch we had to substitute next month's cover disk for this month's disk. You now actually have what was originally our August disk, Adorage. So next month, August, due to popular demand, we bring you the 30% faster version of Clarissa, ideal for animation maniacs and newcomers alike (and worth heaps of cash too).**




### Competition! The Fancy Game Review League

**Blast those software houses. Yet another month of product slipitis. Here's fun though, and it's a bit like the lottery: read this page and let your friends read it. Then take bets on what games are actually going to be sent it in to our offices for review next month, pooling a quid per bet. Then when next month's mag comes out compare this list with what reviews actually get printed. The points system is as follows: One point for any game other than a Virgin, Gametek, Black Legend, Anco or MicroProse review. Two points per game for anyone brave enough to predict a review of a Virgin, Gametek, Black Legend or Anco title and three points for anyone who really thinks that *Colonization* will be ready for review next month. Then add up all your points and give the cash to the holder of the highest total.**

### Games we will definitely review next month. Maybe:

- **Front Lines (Impressions)**
- **Player Manager 2 (Anco)**
- **Lost Eden (Virgin)**
- **Colonization (MicroProse)**
- **Super Street Fighter 2 (US Gold)**
- **Brutal: Paws Of Fury (Gametek)**
- **Legends (Krisalis)**
- **Alien Breed 3D (Team 17)**
- **Leading Lap (Black Legend)**
- **Chess Through The Ages (Black Legend)**
- **Speris Legacy (Team 17)**
- **Final Over (Team 17)**
- **Baldies (Gametek)**

## Ssssh - everyone one will want one

**You can't trust anybody these days. Unfortunately we can't reveal the games disk we have lined up for you next month, because it's so hot we don't want anybody else to know what it is and try and steal it from us. Sorry. We can't even give you a hint. In fact stop reading this right now in case you pick up subliminal vibes as to what the game might be and give the secret away. You'll just have to wait.**

### CU Amiga August 1995, on sale 14th July

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## CU Amiga August 1995 Out 14th July.

Points of View

# Brave New World?




**Escom's purchase of Commodore and the Amiga is nothing to shout about yet.**

We in the Amiga community have nothing to fear in the short term and everything to gain from the Escom takeover. Nothing to fear because something, no matter what it is, is better than what we've had to put up with for the last year. And we have everything to gain because if the Amiga goes back on sale and clocks up impressive results then developers, both hardware and software, retailers and the general public will sit up again and take notice.

However, it all depends on the way things are handled. If the Amiga sells exclusively through Escom shops they will be able to put out a cheaper machine by cutting out the distributor/wholesaler middleman. But these very channels have been strong in supporting the Amiga in the past. Doing this would alienate an awful lot of UK retailers, many of whom have been the bedrock of the machine's support through thick and thin for the last ten years, selling Amigas and peripherals even after Commodore went bust.

This depth of experience should not be shrugged off lightly. With Commodore's refusal to countenance third party manufacturing of Amiga variants, the various wholesalers (Silica especially) co-operated with Commodore to create competitive packages which included more than just the Amiga, and these novel bundling deals made it even more attractive.

## A new Amiga

Two weeks ago Manfred Schmitt, Chief Executive Officer of Escom answered a question I put to him about the Amiga's future in broad terms. He said that there was room in Escom's plans for a machine that was roughly one third the price of his cheapest PCs (currently in the region of £600, excluding VAT), he expressed an interest in the Amiga as a set top box and in the world of comms, he saw it as a cheap and accessible machine.

But if that is all, then it will surely fail. We need a new Amiga next year if we want to remain competitive. A new Amiga that keeps the spirit of the old machine, with its all encompassing chipset, its ease of use, its home-friendliness and its affordability. A new Amiga which breaks away from the Motorola mould and gives us the power, the operating system and environment we need to multitask, move swiftly and create. That is what the Amiga is really about.

We've written 'till our fingers were blue about upgrading, and some of you may have thought we were talking tosh, just trying to sell more Amigas on behalf of Commodore. But get this: technology does not stand still, nor do prices, nor do the profit-making software publishers and hardware manufacturers of this world.

Rik Skews said it in last month's points of view: if you like your Amiga, if you want to continue using one because you believe it is the best machine, you must upgrade. Then you must fill out your warranty form, post it off and tell Escom that you want another Amiga as soon as possible, a bigger, better one. Waste of money? I don't think so. Even if Escom can't undercut the original £300 price point this still represents barely 85p a day for a year of Amiga use. If they were to bring out a new machine next summer, and it cost say £400 you'd still have made a saving over buying a PC or a MAC now (since whatever you buy now for under a grand will be out of date by next year).

Escom should be developing A4000 and A1200 replacements, they should support, technically and financially third party developers, for theirs is not just a responsibility to the machine alone. If Escom wants to make long term money and if they want to maintain the Amiga as more than a cult machine, then serious investment needs to be made.

This investment can be paid for from UK or European sales, from Chinese sales, from development of the Amiga into other home consumer products, or wherever. But the investment must be made now, by you when the A1200/A4000 series goes back on sale and, on a larger scale, by the Amiga's new master. Otherwise the PC, the Playstation and the Saturn will see us off sooner than you think, and while Escom could still profit from this it will be the end user, as usual, who suffers.

## All conjecture

I may be worrying prematurely. Due to the wonders of modern publishing, what I'm writing now gets printed about a week before the first 64 or so pages of this magazine, so you may have already read all about Escom's plans, on the cover and in our news feature. As it is I am writing this piece exactly one week before Escom's Frankfurt press conference, and the questions I've raised here may have been answered. Then we'll see. In the meantime my typing has got even slower because my fingers are permanently crossed. ■

**Alan Dykes**

**The opinions expressed in this article are not necessarily those held by CU Amiga Magazine. If you hold an opinion on this subject or any related subject then Email us at CUAMIGA@cix.compulink.co.uk.**

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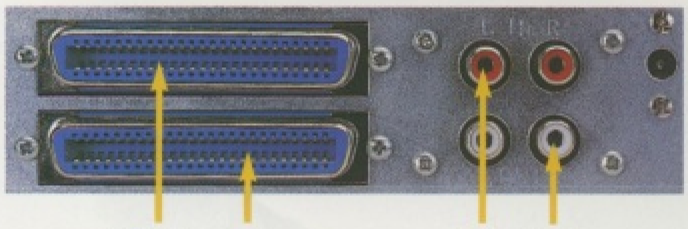


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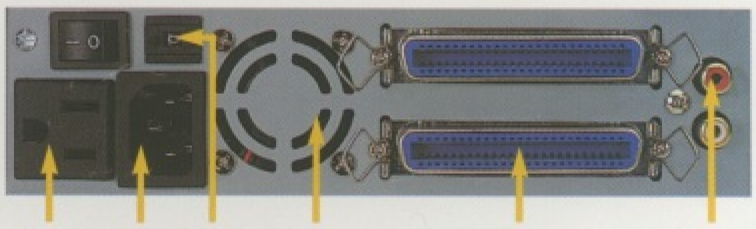


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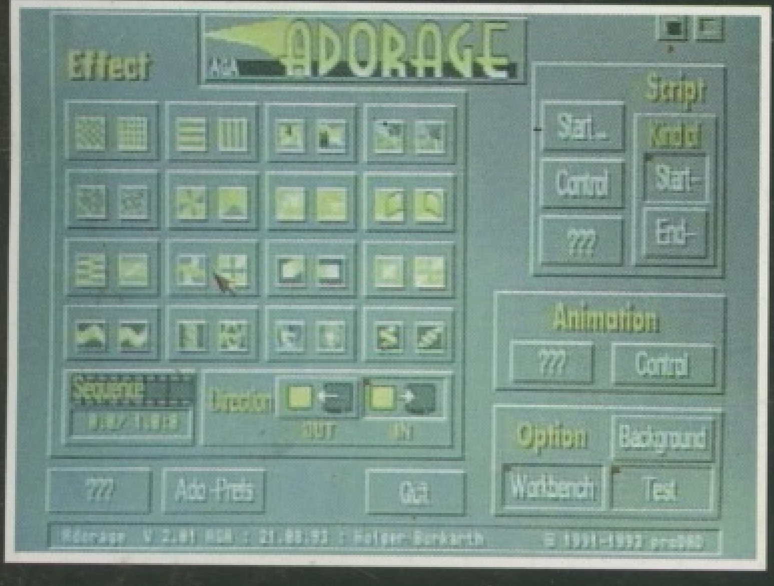
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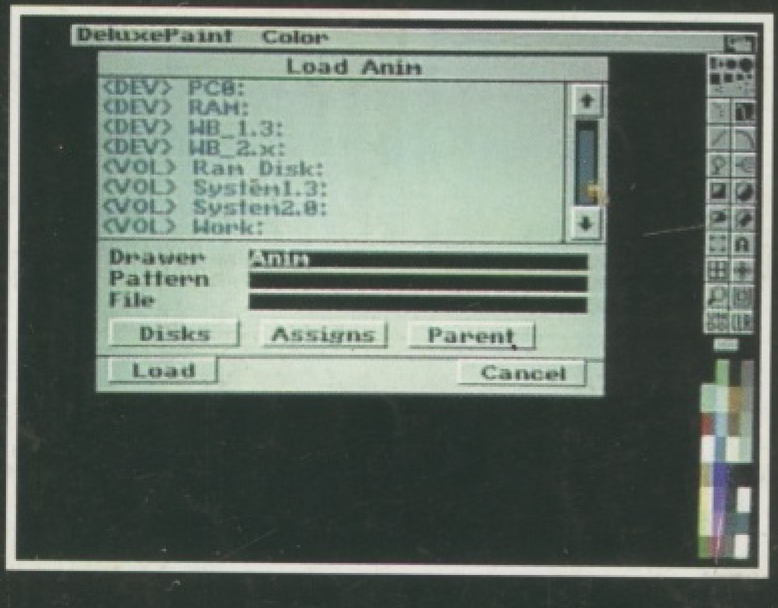
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